Subject: What flag for conditional compile to GUI or CLI
Posted by slashupp on Mon, 21 May 2018 06:08:43 GMT
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could be this is a stupid question:
the flags are defined in upp & to access them must include upp-headers
(giving chicken / egg problem)
so must define some local flag / boolean that is set/unset when upp-headers are used
and this local flag / boolean must then be checked in my code

BUT!: the build-flag 'GUI' is used when building gui-apps, and not available? when cli-app? please advise

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What flag(s) must I use to conditional compile for either GUI or CLI?
I've tried:

```
//#if defined(GUI)
//#if defined(GUI_X11) || defined(GUI_WIN) || defined(GUI_WIN32) || defined(GUI_GTK)
//#if defined(GUI_APP_MAIN)
//#if defined(GUI_WIN) || defined(PLATFORM_X11)
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
 void PRINTSTRING(const std::string &s) { PromptOK(DeQtf(s.c_str())); }
#else
 void PRINTSTRING(const std::string &s) { std::cout << s << std::flush; }
#endif
```

Subject: Re: What flag for conditional compile to GUI or CLI
Posted by omari on Mon, 21 May 2018 17:17:55 GMT
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Each flag name is prefixed with "flag" e.g. flagGUI, flagDEBUG. Hence you can test for these in source code with #ifdef or #if defined(flagNAME).
example :

```
#ifdef flagGUI
#include <CtrlLib/CtrlLib.h>
#endif
```

Subject: Re: What flag for conditional compile to GUI or CLI

Posted by slashupp on Tue, 22 May 2018 10:09:06 GMT
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Thank you!

We NEED proper documentation. Do you know if there is any effort under way to produce it? I am very willing to spend a couple of hours per week to help if there is someone in control who can tell me what & how to do it.

Subject: Re: What flag for conditional compile to GUI or CLI
Posted by Klugier on Tue, 22 May 2018 10:14:29 GMT
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Hello Slashupp,

You can directly contact with me via Slack. If you do not have account - please follow the steps on this documentation page. Making documentation for U++ is easy, all you need to do is edit T++ files. However to start doing this you need the committer privileges on our SVN trunk. To obtain that privileges, please contact Mirek directly (via forum message or on Slack).

Sincerely,
Klugier