Subject: how to #define/#include correctly the .iml file
Posted by forlano on Wed, 24 May 2006 19:52:01 GMT
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This topic is connected with another post where I signaled that linux wont compile. The problem is in the #define and #include of .iml that perhaps work under windows for the wrong reason.

I've vegamain.h that is included everywhere except in optionImage.cpp. Here it is vegamain.h:

```
...
#include <Vega3/OptionImage.h>
#include <Vega3/TwoCtrl.h>

#define IMAGECLASS    Vega3Img
#define IMAGEFILE     <Vega3/Vega.iml>
#include <Draw/iml.h>
...
```

OptionImage.h, that is included only in optionImage.cpp, read:

```
...
#define IMAGEFILE <Vega3/Vega.iml>
#include <Draw/iml_header.h>
...
```

and then main.cpp where I've

```
#include "VegaMain.h"
...
#define IMAGEFILE <Vega3/Vega.iml>
#include <Draw/iml_source.h>
...
```

All this work under windows for unknown reasons for me. But I suspect it is even wrong and under linux produce complain. Can somebody (I know who) confirm that all these cross define/include are correct?
Thank you.

Luigi

Subject: Re: how to #define/#include correctly the .iml file
Posted by mirek on Wed, 24 May 2006 20:39:48 GMT
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Wrong.

"iml.h" is just combination of "iml_header.h" and "iml_source.h" - means it causes troubles if you

have any of them (duplicite symbols).

Also, repeat CLASSNAME define for any include.

Mirek

Subject: Re: how to #define/#include correctly the .iml file
Posted by forlano on Thu, 25 May 2006 17:03:23 GMT
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luzr wrote on Wed, 24 May 2006 22:39Wrong.

"iml.h" is just combination of "iml_header.h" and "iml_source.h" - means it causes troubles if you have any of them (duplicite symbols).

Also, repeat CLASSNAME define for any include.

Mirek

Thank you. After many tests I've resolved the problem and now even the linux version works . Perhaps maybe useful to let know how I've distributed the define and include:

vegamain.h (stay everywhere in each cpp file)
...
#define IMAGECLASS Vega3Img
#define IMAGEFILE <Vega3/Vega.iml>
#include <Draw/iml_header.h>
...

vegamenu.cpp (uses some images in Vega.iml)
...
#define IMAGECLASS Vega3Img
#define IMAGEFILE <Vega3/Vega.iml>
#include <Draw/iml_source.h>

vegatab1.cpp (uses some images in Vega.iml)
...
//#define IMAGECLASS Vega3Img // with it I got error
#define IMAGEFILE <Vega3/Vega.iml>
#include <Draw/iml_source.h>
...

in the previous file if I use "#define IMAGECLASS" the compiler complains

```
C:\Vega\Vega3\VegaTab1.cpp: In function `void Avail3(One<Ctrl>&)':
C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgYes' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:49: error: (Each undeclared identifier is reported only once for
each function it appears
  in.)
C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgNo' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgMaybe' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp: In constructor `VegaTab1::VegaTab1()':
C:\Vega\Vega3\VegaTab1.cpp:89: error: `imgYes' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:128: error: `female' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:128: error: `male' undeclared (first use this function)
Vega3: 1 file(s) built in (0:08.07), 8078 msecs / file, duration = 8094 msecs
```

vegatab4.cpp (uses some images in Vega.iml)

```
...
#define IMAGEFILE <Vega3/Vega.iml>
#include <Draw/iml_source.h>
...
```

But this last one works even if I set

```
...
//#define IMAGEFILE <Vega3/Vega.iml>
//#include <Draw/iml_source.h>
...
```

Luigi

Subject: Re: how to #define/#include correctly the .iml file
Posted by mirek on Thu, 25 May 2006 20:54:41 GMT
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Only single ".h" and single ".cpp" placement is needed - as long as .cpp include that ".h" (it is in fact same as declaring (in .h) / defining (in .cpp) class and its methods).

Means you can most likely delete .iml include from vegatab1.cpp and vegatab4.cpp.

Mirek

Subject: Re: how to #define/#include correctly the .iml file
Posted by forlano on Thu, 25 May 2006 21:21:44 GMT

luzr wrote on Thu, 25 May 2006 22:54Only single ".h" and single ".cpp" placement is needed - as long as .cpp include that ".h" (it is in fact same as declaring (in .h) / defining (in .cpp) class and its methods).

Means you can most likely delete .iml include from vegatab1.cpp and vegatab4.cpp.

Mirek
In vegatab4.cpp you are right, but in vegatab1.cpp if I remove it I get complain from the compiler:
C:\Vega\Vega3\VegaTab1.cpp: In function `void Avail3(One<Ctrl>&)':
C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgYes' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:49: error: (Each undeclared identifier is reported only once for each function it appears
in.)
C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgNo' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgMaybe' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp: In constructor `VegaTab1::VegaTab1()':
C:\Vega\Vega3\VegaTab1.cpp:89: error: `imgYes' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:128: error: `female' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:128: error: `male' undeclared (first use this function)
Luigi

Subject: Re: how to #define/#include correctly the .iml file
Posted by mirek on Thu, 25 May 2006 21:44:12 GMT

forlano wrote on Thu, 25 May 2006 17:21luzr wrote on Thu, 25 May 2006 22:54Only single ".h" and single ".cpp" placement is needed - as long as .cpp include that ".h" (it is in fact same as declaring (in .h) / defining (in .cpp) class and its methods).

Means you can most likely delete .iml include from vegatab1.cpp and vegatab4.cpp.

Mirek
In vegatab4.cpp you are right, but in vegatab1.cpp if I remove it I get complain from the compiler:
C:\Vega\Vega3\VegaTab1.cpp: In function `void Avail3(One<Ctrl>&)':
C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgYes' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:49: error: (Each undeclared identifier is reported only once for each function it appears
in.)
C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgNo' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgMaybe' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp: In constructor `VegaTab1::VegaTab1()':
C:\Vega\Vega3\VegaTab1.cpp:89: error: `imgYes' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:128: error: `female' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:128: error: `male' undeclared (first use this function)

Luigi

Do you include "vegamain.h" there?

Mirek

Subject: Re: how to #define/#include correctly the .iml file
Posted by forlano on Thu, 25 May 2006 22:01:22 GMT
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luzr wrote on Thu, 25 May 2006 23:44
Do you include "vegamain.h" there?

Mirek

Yew, I do.

Subject: Re: how to #define/#include correctly the .iml file
Posted by mirek on Fri, 26 May 2006 04:55:33 GMT
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forlano wrote on Thu, 25 May 2006 18:01luzr wrote on Thu, 25 May 2006 23:44
Do you include "vegamain.h" there?

Mirek

Yew, I do.

Then something is wrong...

Mirek

Subject: Re: how to #define/#include correctly the .iml file
Posted by forlano on Fri, 23 Jun 2006 12:13:56 GMT
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luzr wrote on Fri, 26 May 2006 06:55forlano wrote on Thu, 25 May 2006 18:01luzr wrote on Thu, 25 May 2006 23:44
Do you include "vegamain.h" there?

Mirek

Yew, I do.

Then something is wrong...

Mirek

With the 606-dev3 this issue has been totally resolved.
Luigi
