Subject: include paths + library support
Posted by umem on Sun, 04 Oct 2020 01:27:52 GMT
View Forum Message <> Reply to Message

in ultimate++ , theide, how to add path to the tutorial folder. My compilation fails and have to include the full path in the source like <c:\...\tutorial\...> instead of <tutorial\...> which is not recognized by the build.

Another thing is that, is it possible to link the GUI to my c/c++ library.

Subject: Re: include paths + library support
Posted by mirek on Sun, 04 Oct 2020 09:20:42 GMT
View Forum Message <> Reply to Message

I am not at all sure what you are trying to do. Maybe post some screenshot?

Mirek

Subject: Re: include paths + library support
Posted by umem on Sun, 04 Oct 2020 21:52:29 GMT
View Forum Message <> Reply to Message

I am new to this ide and learning it. I am using the windows version. The tutorial which resides in the upp directory is not detected by the ide.
#include <tutorial\demoproj>
I have to pass the full path instead:
#include <c:\mydir\upp\tutorial\demoproj> .

Also, is it possible to link a main program to library for function calls?.

Subject: Re: include paths + library support
Posted by mirek on Mon, 05 Oct 2020 12:20:02 GMT
View Forum Message <> Reply to Message

umem wrote on Sun, 04 October 2020 23:52I am new to this ide and learning it. I am using the windows version. The tutorial which resides in the upp directory is not detected by the ide.
#include <tutorial\demoproj>
I have to pass the full path instead:
#include <c:\mydir\upp\tutorial\demoproj> .

Also, is it possible to link a main program to library for function calls?.

The part I do not understand is why on earth do you want to #include anything from tutorial?

I mean, my first guess is that you are trying to start the new project and you decided to put some files manually into tutorial folder?

Normal workflow ready for new users is "select MyApps at the start, click "New package" and choose the template (e.g. "U++ application with the main window").

Anyway, if you want to go deeper, you will have to read this (and that should also explain the library issue):

https://www.ultimatepp.org/appidePackagesAssembliesAndNest s$en-us.html

Mirek

Subject: Re: include paths + library support
Posted by mirek on Mon, 05 Oct 2020 12:25:25 GMT
View Forum Message <> Reply to Message

Well, I guess I have avoided a directly reply, which exists:

If you want to include things from tutorial folder without full path you can do it in 2 ways

- either put path to tutorial into your assembly. All nests are automatically added to include path. Right click left pane on Select main package initial dialog, then edit the assembly list (you can use ".." button on the right).

- or add that path in Setup / Build methods

But in any case, wanting to include something from tutorial is weird idea to start with...

Mirek

Subject: Re: include paths + library support
Posted by umem on Wed, 14 Oct 2020 03:28:20 GMT
View Forum Message <> Reply to Message

the online tutorial code has #include <tutorial\...> included in their main.cpp examples.
Your explanation was helpful.

Subject: Re: include paths + library support
Posted by mirek on Wed, 14 Oct 2020 08:02:24 GMT
View Forum Message <> Reply to Message

Out of curiosity, where have you seen #include <tutorial/..>?

Mirek

Subject: Re: include paths + library support
Posted by Klugier on Wed, 14 Oct 2020 08:33:39 GMT
View Forum Message <> Reply to Message

Hello,

In the GUI tutorials we had something like this:

#define IMAGECLASS TutorialImg
#define IMAGEFILE <Tutorial/images.iml>
#include <Draw/iml.h>

The issue was solved on trunk. And looks like this (for different tutorials number was changed):

#define IMAGECLASS TutorialImg
#define IMAGEFILE <Gui11/images.iml>
#include <Draw/iml.h>

Klugier

Subject: Re: include paths + library support
Posted by mirek on Wed, 14 Oct 2020 08:49:53 GMT
View Forum Message <> Reply to Message

Klugier wrote on Wed, 14 October 2020 10:33Hello,

In the GUI tutorials we had something like this:

#define IMAGECLASS TutorialImg
#define IMAGEFILE <Tutorial/images.iml>
#include <Draw/iml.h>

The issue was solved on trunk. And looks like this (for different tutorials number was changed):

#define IMAGECLASS TutorialImg

```
#define IMAGEFILE <Gui11/images.iml>
#include <Draw/iml.h>
```

Klugier

I see. Thanks. I missed that because I was searching for #include...

Mirek
