Subject: build_info.h Posted by Novo on Fri, 20 Nov 2020 18:07:50 GMT View Forum Message <> Reply to Message

It would be interesting to learn a little bit more about what Uppverse is supposed to be. :blush: I'd love to see info from Uppverse added to build_info.h. At this time it stores only revision info from SVN. I'm personally not using SVN. :roll:

Subject: Re: Uppiverse Posted by mirek on Sun, 22 Nov 2020 13:25:53 GMT View Forum Message <> Reply to Message

Novo wrote on Fri, 20 November 2020 19:07It would be interesting to learn a little bit more about what Uppverse is supposed to be. :blush: I'd love to see info from Uppverse added to build_info.h. At this time it stores only revision info from SVN. I'm personally not using SVN. :roll:

Well, what information from git would you want? branch? hash?

Mirek

Subject: Re: Uppiverse Posted by Novo on Sun, 22 Nov 2020 17:12:17 GMT View Forum Message <> Reply to Message

mirek wrote on Sun, 22 November 2020 08:25 Well, what information from git would you want? branch? hash?

Mirek

Everything for each used component. I usually store this info with app to be able to recall what was used to build this app.

Subject: Re: Uppiverse Posted by mirek on Sun, 22 Nov 2020 17:27:14 GMT View Forum Message <> Reply to Message

Novo wrote on Sun, 22 November 2020 18:12mirek wrote on Sun, 22 November 2020 08:25 Well, what information from git would you want? branch? hash?

Mirek

Everything for each used component.

I usually store this info with app to be able to recall what was used to build this app.

I am afraid "everything" is a bit generic term for me. Would you care to e.g. show me the example?

Subject: Re: Uppiverse Posted by Novo on Sun, 22 Nov 2020 18:07:39 GMT View Forum Message <> Reply to Message

mirek wrote on Sun, 22 November 2020 12:27Novo wrote on Sun, 22 November 2020 18:12mirek wrote on Sun, 22 November 2020 08:25 Well, what information from git would you want? branch? hash?

Mirek

Everything for each used component.

I usually store this info with app to be able to recall what was used to build this app. I am afraid "everything" is a bit generic term for me. Would you care to e.g. show me the example? At least name of a component, URI, and all other attributes presented in supported VCS, like

branch (not sure about branches in SVN), hash is also not a generic property, revision ID (specific to SVN and Mercurial, I guess).

The way I'd like to use it is in a form of an X-macro like in an example below.

struct VAR : adt::PropMap<String, String>, Empty {

#define LIST_OF_MEMBERS \ X(UPP) \

X(OUTPUT)

VAR () : Empty() #define X(name) , name(map, #name) LIST_OF_MEMBERS #undef X {}

#define X(name) Prop name; LIST_OF_MEMBERS #undef X

#undef LIST_OF_MEMBERS
}; // VAR

Basically, I'd like to get a LIST_OF_COMPONENTS define.