Subject: Should be GUI_APP_MAIN or CONSOLE_APP_MAIN ignored in non-main package?
Posted by mirek on Wed, 25 Nov 2020 11:29:01 GMT
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Sometimes I am using main package as non-main (usually as temporary duck-tape solution, but still useful sometimes). In those situations, I usually add

```
#ifdef flagMAIN
GUI_APP_MAIN
{
 MyApp().Run();
}
#endif
```

around MAIN. Which now made me think: This could be done by the library too. Should I go there? I suspect that there might be some problems down the road...

Mirek

Subject: Re: Should be GUI_APP_MAIN or CONSOLE_APP_MAIN ignored in non-main package?
Posted by mr_ped on Thu, 26 Nov 2020 18:13:18 GMT
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I'm doing that when using unit testing, which has its own main, running the test runner. (by #ifndef .. #endif preprocessor block, IIRC).

Subject: Re: Should be GUI_APP_MAIN or CONSOLE_APP_MAIN ignored in non-main package?
Posted by koldo on Fri, 27 Nov 2020 07:45:44 GMT
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mr_ped wrote on Thu, 26 November 2020 19:13I'm doing that when using unit testing, which has its own main, running the test runner. (by #ifndef .. #endif preprocessor block, IIRC).
I do just the same.

Subject: Re: Should be GUI_APP_MAIN or CONSOLE_APP_MAIN ignored in non-main package?
Posted by mirek on Fri, 27 Nov 2020 10:48:04 GMT

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Yeah, thanks that you have the same issue:)

Does not quite reply my question:

Should it be excluded by the U++, without the need for #ifdef? Do you see any catch?

Mirek

Subject: Re: Should be GUI_APP_MAIN or CONSOLE_APP_MAIN ignored in non-main package?
Posted by mr_ped on Sat, 28 Nov 2020 17:02:04 GMT
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It sounds useful, but I'm not sure how to implement it (in most robust way to avoid any pitfalls in the future). (but also has to be reasonable simple to figure out, as most of the time I will probably forget about it, and do the #ifdef thing manually).

Does the build system has some unique flag for the top package?

Can you imagine project with top package not containing the main, but reusing one from the dependencies? Maybe something like project for plugin for particular app, having the full app as dependency? So in such case the main is needed.

I'm not sure, if this has simple-enough and obvious-enough solution to make it worth your time.

If you have particular implementation on mind already...

Subject: Re: Should be GUI_APP_MAIN or CONSOLE_APP_MAIN ignored in non-main package?
Posted by mirek on Sat, 28 Nov 2020 19:59:10 GMT
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[quote title=mr_ped wrote on Sat, 28 November 2020 18:02}
Can you imagine project with top package not containing the main, but reusing one from the dependencies? Maybe something like project for plugin for particular app, having the full app as dependency? So in such case the main is needed.
[/quote]

Thanks, that is exactly the kind of counter-argument I was looking for! Means NO, not a good idea...

Mirek