Subject: .gitignore
Posted by Novo on Sun, 20 Jun 2021 04:55:38 GMT
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Could you please add attached .gitignore to the git repo?

TIA

File Attachments
1) .gitignore, downloaded 348 times

Subject: Re: .gitignore
Posted by mirek on Mon, 21 Jun 2021 21:48:00 GMT
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What is the point?

Mirek

Subject: Re: .gitignore
Posted by Novo on Mon, 21 Jun 2021 22:20:52 GMT
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mirek wrote on Mon, 21 June 2021 17:48What is the point?

Mirek
For example, I often intentionally/accidentally alter Upp source code.
At some point I need to check a status of Upp source code.
I also need to check presence of my own configuration files inside of the Upp repo.
.cache folder is often created inside of the git repo. This is pretty much the case with all my test builds.
Well, I can live without this .gitignore file, but in this case my status view will always be spammed.

Subject: Re: .gitignore
Posted by Novo on Tue, 22 Jun 2021 04:42:45 GMT
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This is how it looks when it is clean:

File Attachments
1) Screenshot_2021-06-22_00-39-46.png, downloaded 848 times

```
On branch master. Your branch is up-to-date with 'origin/master'.
Changes to be committed:
  (no files)
Changes not staged for commit:
  (no files)
Untracked files:
? examples/.projections.json
? examples/Box2DExample/compile_commands.json
? examples/SDLSoundDemo/compile_commands.json
? examples/Synth/compile_commands.json
? umk
? uppsrc/.projections.json
? uppsrc/Core/compile_commands.json
? uppsrc/CtrlLib/compile_commands.json
? uppsrc/ide/Builders/compile_commands.json
[status] Nothing to update                                              88%
```

Subject: Re: .gitignore
Posted by Novo on Tue, 22 Jun 2021 04:51:02 GMT
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And this is how it looks when it is bloated:

File Attachments

1) Screenshot_2021-06-22_00-48-58.png, downloaded 804 times

File View Send key Help

```
On branch master. Your branch is ahead of 'origin/master' by 330 commits.
Changes to be committed:
  (no files)
Changes not staged for commit:
  (no files)
Untracked files:
? .cache/upp.out/AK/CLANG.Blitz.Gui.Main.Shared/AK$blitz.cpp
? .cache/upp.out/AK/CLANG.Blitz.Gui.Main.Shared/AK$blitz.o
? .cache/upp.out/AK/CLANG.Blitz.Gui.Main.Shared/ak.o
? .cache/upp.out/AK/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/AK/CLANG.Debug.Debug_Full.Gui.Main.Shared/AK$blitz.cpp
? .cache/upp.out/AK/CLANG.Debug.Debug_Full.Gui.Main.Shared/AK$blitz.o
? .cache/upp.out/AK/CLANG.Debug.Debug_Full.Gui.Main.Shared/ak.o
? .cache/upp.out/AK/CLANG.Debug.Debug_Full.Gui.Main.Shared/build_info.h
? .cache/upp.out/AddressBook/CLANG.Blitz.Gui.Main.Shared/AddressBook.o
? .cache/upp.out/AddressBook/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/AddressBook/CLANG.Debug.Debug_Full.Gui.Main.Shared/AddressBook.o
? .cache/upp.out/AddressBook/CLANG.Debug.Debug_Full.Gui.Main.Shared/build_info.h
? .cache/upp.out/AddressBookWeb/CLANG.Blitz.Main.Mt.Shared/0.cmd
? .cache/upp.out/AddressBookWeb/CLANG.Blitz.Main.Mt.Shared/Main.o
? .cache/upp.out/AddressBookWeb/CLANG.Blitz.Main.Mt.Shared/Pages.o
? .cache/upp.out/AddressBookWeb/CLANG.Blitz.Main.Mt.Shared/build_info.h
? .cache/upp.out/AddressBookWeb/CLANG.Debug.Debug_Full.Main.Mt.Shared/0.cmd
? .cache/upp.out/AddressBookWeb/CLANG.Debug.Debug_Full.Main.Mt.Shared/build_info.h
? .cache/upp.out/AddressBookXML/CLANG.Blitz.Gui.Main.Shared/AddressBook.o
? .cache/upp.out/AddressBookXML/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/AddressBookXML/CLANG.Debug.Debug_Full.Gui.Main.Shared/AddressBook.o
? .cache/upp.out/AddressBookXML/CLANG.Debug.Debug_Full.Gui.Main.Shared/build_info.h
? .cache/upp.out/AddressBookXML2/CLANG.Blitz.Gui.Main.Shared/AddressBook.o
? .cache/upp.out/AddressBookXML2/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/AddressBookXML2/CLANG.Debug.Debug_Full.Gui.Main.Shared/AddressBook.o
? .cache/upp.out/AddressBookXML2/CLANG.Debug.Debug_Full.Gui.Main.Shared/build_info.h
? .cache/upp.out/AnimatedClip/CLANG.Blitz.Gui.Main.Shared/0.cmd
? .cache/upp.out/AnimatedClip/CLANG.Blitz.Gui.Main.Shared/AnimatedClip$brc.c
? .cache/upp.out/AnimatedClip/CLANG.Blitz.Gui.Main.Shared/AnimatedClip$brc.o
? .cache/upp.out/AnimatedClip/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/AnimatedClip/CLANG.Blitz.Gui.Main.Shared/main.o
? .cache/upp.out/AnimatedClip/CLANG.Debug.Debug_Full.Gui.Main.Shared/0.cmd
? .cache/upp.out/AnimatedClip/CLANG.Debug.Debug_Full.Gui.Main.Shared/AnimatedClip$brc.c
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? .cache/upp.out/AnimatedClip/CLANG.Debug.Debug_Full.Gui.Main.Shared/main.o
? .cache/upp.out/AnimatedHello/CLANG.Blitz.Gui.Main.Shared/Hello.o
? .cache/upp.out/AnimatedHello/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/AnimatedHello/CLANG.Debug.Debug_Full.Gui.Main.Shared/Hello.o
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? .cache/upp.out/ArrayCtrl/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/ArrayCtrl/CLANG.Blitz.Gui.Main.Shared/main.o
? .cache/upp.out/ArrayCtrl/CLANG.Debug.Debug_Full.Gui.Main.Shared/build_info.h
? .cache/upp.out/ArrayCtrl/CLANG.Debug.Debug_Full.Gui.Main.Shared/main.o
? .cache/upp.out/ArrayCtrlCreateCtrl/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/ArrayCtrlCreateCtrl/CLANG.Blitz.Gui.Main.Shared/main.o
? .cache/upp.out/ArrayCtrlCreateCtrl/CLANG.Debug.Debug_Full.Gui.Main.Shared/build_info.h
? .cache/upp.out/ArrayCtrlCreateCtrl/CLANG.Debug.Debug_Full.Gui.Main.Shared/main.o
? .cache/upp.out/ArrayCtrlCtrls/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/ArrayCtrlCtrls/CLANG.Blitz.Gui.Main.Shared/main.o
? .cache/upp.out/ArrayCtrlCtrls/CLANG.Debug.Debug_Full.Gui.Main.Shared/build_info.h
? .cache/upp.out/ArrayCtrlCtrls/CLANG.Debug.Debug_Full.Gui.Main.Shared/main.o
? .cache/upp.out/ArrayCtrlDnD/CLANG.Blitz.Gui.Main.Shared/build_info.h
? .cache/upp.out/ArrayCtrlDnD/CLANG.Blitz.Gui.Main.Shared/main.o
? .cache/upp.out/ArrayCtrlDnD/CLANG.Debug.Debug_Full.Gui.Main.Shared/build_info.h
```

Subject: Re: .gitignore
Posted by mirek on Tue, 22 Jun 2021 05:49:24 GMT
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Novo wrote on Tue, 22 June 2021 00:20mirek wrote on Mon, 21 June 2021 17:48What is the point?

Mirek
.cache folder is often created inside of the git repo. This is pretty much the case with all my test builds.

Well, that is the essence why I am asking. Why is .cache there?

I mean, we worked hard to isolate build files from the source tree, that is why gitignore feels like weird request...

Subject: Re: .gitignore
Posted by Novo on Tue, 22 Jun 2021 13:13:03 GMT
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mirek wrote on Tue, 22 June 2021 01:49
Well, that is the essence why I am asking. Why is .cache there?

I mean, we worked hard to isolate build files from the source tree, that is why gitignore feels like weird request...

Automatically created configurations. Each lives in its own folder. I can have dozens of them on one machine.
One per a compilers, for example.

Whatever. I'll survive without that.

Subject: Re: .gitignore
Posted by mirek on Tue, 22 Jun 2021 18:20:24 GMT
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Novo wrote on Tue, 22 June 2021 15:13mirek wrote on Tue, 22 June 2021 01:49
Well, that is the essence why I am asking. Why is .cache there?

I mean, we worked hard to isolate build files from the source tree, that is why gitignore feels like weird request...

Automatically created configurations. Each lives in its own folder. I can have dozens of them on one machine.

One per a compilers, for example.

Whatever. I'll survive without that.

I can actually do it, no problem, but I guess it would be better to do that when git becomes primary repo (so far, it is still just downstream from svn).

Subject: Re: .gitignore
Posted by Novo on Tue, 22 Jun 2021 18:34:45 GMT
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Thanks. There is really no need for that. I can do that in my internal version of Upp, which is protected from a github version by a build system.
They were identical. Now they will be slightly different.
Sorry for making a trouble.
