Subject: Being able to put build method in assembly or package
Posted by Xemuth on Sat, 17 Jul 2021 22:10:03 GMT
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In one of my current project, I have to work with a lib that need to be included in build method. In order to be able to directly have my custom build method shipped with my project (to compile it quickly in other computer)

I'm wondering if it's possible to allow TheIDE to reconize .bm file (aka build method) from package or even assembly and make them available ?

Subject: Re: Being able to put build method in assembly or package
Posted by mirek on Mon, 19 Jul 2021 17:55:14 GMT
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Xemuth wrote on Sun, 18 July 2021 00:10In one of my current project, I have to work with a lib that need to be included in build method. In order to be able to directly have my custom build method shipped with my project (to compile it quickly in other computer)

I'm wondering if it's possible to allow TheIDE to reconize .bm file (aka build method) from package or even assembly and make them available ?

First of all, why exactly it has to be there? Why cannot put it to package?

Mirek

Subject: Re: Being able to put build method in assembly or package
Posted by Xemuth on Tue, 20 Jul 2021 16:18:32 GMT
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Hello Mirek,

Quote:Why cannot put it to package?
Currently, a build method file wont be reconized by TheIDE when TheIDE load the package

As exemple, I'm creating multiple package that use Vulkan lib. I'm pushing all thoses package on my personnal SVN. For all computer I go on, I have to construct my build method setting all dependencies of my package in the default build method of TheIDE (of course I do it once per computer). If I want to share the package I need to share the Build Method and explain it where to place it (or at least I need to tell people what to add as depencencies in build method). From this situation i'm wondering if it would be possible to just put my build method into my package (or even in an assembly) :

When I share my package, user will directly have the build method requiered to build it (it only remain to install libs)

Subject: Re: Being able to put build method in assembly or package
Posted by mirek on Tue, 20 Jul 2021 20:56:15 GMT
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Xemuth wrote on Tue, 20 July 2021 18:18Hello Mirek,

Quote:Why cannot put it to package?
Currently, a build method file wont be reconized by TheIDE when TheIDE load the package

As exemple, I'm creating multiple package that use Vulkan lib. I'm pushing all thoses package on my personnal SVN. For all computer I go on, I have to construct my build method setting all dependencies of my package in the default build method of TheIDE (of course I do it once per computer). If I want to share the package I need to share the Build Method and explain it where to place it (or at least I need to tell people what to add as depencencies in build method). From this situation i'm wondering if it would be possible to just put my build method into my package (or even in an assembly) :

When I share my package, user will directly have the build method requiered to build it (it only remain to install libs)

What is so special about that build method? Screenshot of that method would be more useful...

Mirek

Subject: Re: Being able to put build method in assembly or package
Posted by Xemuth on Tue, 20 Jul 2021 22:12:32 GMT
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To be honest, nothing so special just Vulkan lib path, and include path :

```
BUILDER = "CLANG";
COMPILER = "";
COMMON_OPTIONS = "";
COMMON_CPP_OPTIONS = "";
COMMON_C_OPTIONS = "";
COMMON_LINK = "";
COMMON_FLAGS = "";
```

DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "0";
DEBUG_OPTIONS = "";
DEBUG_FLAGS = "";
DEBUG_LINK = "-Wl,--stack,20000000";
RELEASE_BLITZ = "1";
RELEASE_LINKMODE = "0";
RELEASE_OPTIONS = "-O3 ";
RELEASE_FLAGS = "";
RELEASE_LINK = "-Wl,--stack,20000000";
DEBUGGER = "gdb";
ALLOW_PRECOMPILED_HEADERS = "1";
DISABLE_BLITZ = "0";
PATH =
"C:\\Upp\\upp\\bin/clang/bin;C:\\Upp\\upp\\bin/clang/x86_64-w64-mingw32/bin;C:\\Upp\\upp\\bin/SDL2/lib/x64;C:\\Upp\\upp\\bin/pgsql/x64/bin;C:\\Upp\\upp\\bin/mysql/lib64";
INCLUDE =
"C:\\Upp\\upp\\bin/SDL2/include;C:\\Upp\\upp\\bin/pgsql/x64/include;C:\\Upp\\upp\\bin/mysql/include;C:\\VulkanSDK\\1.2.182.0\\Include";
LIB =
"C:\\Upp\\upp\\bin/SDL2/lib/x64;C:\\Upp\\upp\\bin/pgsql/x64/lib;C:\\Upp\\upp\\bin/mysql/lib64;C:\\VulkanSDK\\1.2.182.0\\Lib";
LINKMODE_LOCK = "0";

But let's think about having a package like a VulkanCtrl on UppHUB This kind of Ctrl would requiere Vulkan SDK (And a custom build method) in order to be compiled). I think like it would be awesome to select your package on UppHUB, having a pop up telling you to download Vulkan SDK to use this package (or even download and launch install cf) and provide you a custom build methode to use to compile the package.

Of course some issues like static path or compiler choice can be wrong on many computer

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Subject: Re: Being able to put build method in assembly or package
Posted by mirek on Wed, 21 Jul 2021 06:15:26 GMT
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Xemuth wrote on Wed, 21 July 2021 00:12To be honest, nothing so special just Vulkan lib path, and include path :

Which is exactly what we do not want to have in the package in any way, because it can change...

Quote:
But let's think about having a package like a VulkanCtrl on UppHUB This kind of Ctrl would requiere Vulkan SDK (And a custom build method) in order to be compiled). I think like it would be

awesome to select your package on UppHUB, having a pop up telling you to download Vulkan SDK to use this package (or even download and launch install cf) and provide you a custom build methode to use to compile the package.

Well, that would be nice. Is Vulkan opensource/free to distribute BTW?

Mirek

Subject: Re: Being able to put build method in assembly or package
Posted by Xemuth on Wed, 21 Jul 2021 07:25:58 GMT
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Quote:Well, that would be nice. Is Vulkan opensource/free to distribute BTW?

Vulkan itself is under Apache license 2.0 (according to wikipedia) It's free to release software that use Vulkan, However I think the Vulkan SDK is under licence and can't be sell within a product without paying some royalties (it's hard to find anything about Vulkan SDK licence)

Subject: Re: Being able to put build method in assembly or package
Posted by mirek on Wed, 21 Jul 2021 07:40:07 GMT
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Xemuth wrote on Wed, 21 July 2021 09:25Quote:Well, that would be nice. Is Vulkan opensource/free to distribute BTW?

Vulkan itself is under Apache license 2.0 (according to wikipedia) It's free to release software that use Vulkan, However I think the Vulkan SDK is under licence and can't be sell within a product without paying some royalties (it's hard to find anything about Vulkan SDK licence)

Hm, what we could do is to add some scripting to UppHub modules that gets invoked on install. That would be ideal, right? But I guess it is too much work for now (there are other priorities)

Mirek

Subject: Re: Being able to put build method in assembly or package
Posted by Xemuth on Wed, 21 Jul 2021 08:42:10 GMT
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mirek wrote on Wed, 21 July 2021 09:40

Hm, what we could do is to add some scripting to UppHub modules that gets invoked on install. That would be ideal, right? But I guess it is too much work for now (there are other priorities)

Mirek

Yes indeed that would be ideal, I offer to work on it and propose some solution.