Subject: including cpp-files
Posted by piotr5 on Thu, 13 Jul 2006 15:04:40 GMT
View Forum Message <> Reply to Message

somehow u++ tries to compile cpp-files which are marked as files on which some other cpp-file does depend. meanwhile I fixed this problem by renaming them to *.cpp.i, but those don't get the c++ syntax highliting automatically. what happened to the custom build-steps menu-item for cpp-files? I would wish there was an ignore-option along with the delete and remove entries of the menu. linking 2 identical objects into one file isn't nice...

Subject: Re: including cpp-files
Posted by mirek on Thu, 13 Jul 2006 16:09:14 GMT
View Forum Message <> Reply to Message

All files with .cpp or .c or .cc extensions are compiled... (let us say it is defined by U++ packages system). Dependency does not have any impact on this.

I suggest to use .hpp extension.

Custom build steps are still there, but are not helpful in this case.

Mirek

Subject: Re: including cpp-files
Posted by piotr5 on Thu, 27 Jul 2006 15:06:42 GMT
View Forum Message <> Reply to Message

Thanks, you're right that .hpp would be more apropriate for an include-file -- even when it isn't used as a header-file. some option for making source-files invisible to the compiler could be useful though. just imagine some open-source file you've imported into your project with the goal of combining it with the project. then those files would merely serve as a reference to copy the relevant parts into the project, and not as real source-files of any object to create. If a "hide" option is out of question, how about a new extension like .hcpp or something, which would then get displayed as cpp, but which does get ignored during compilation?

Subject: Re: including cpp-files
Posted by mirek on Thu, 27 Jul 2006 16:57:44 GMT
View Forum Message <> Reply to Message

I can consider that, however, for the purpose you describe there are "pseudopackages" - if you

need to open the file that is not to be compiled, put it to prj-aux or ide-aux. (Do you really think we do not need to study non-U++ sources while developing ?

Mirek
