Subject: Command-line Compilation
Posted by ChrisSE on Wed, 04 Jan 2006 17:15:37 GMT
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I would like to be able to setup a command-line build system for my project, so that I can build the whole project using a single command. That said, it appears that the packages in Ultimate++, such as CtrlLib, are compiled into object files, and not library files, and are also targeted to separate directories.

For example, C:\upp\out\CtrlLib\MINGW.Debug_full.Gui\CtrlLib.o

If I want to link with this object file, I need to add this path to the makefile. The same goes for all of the other package objects.

So, is there a way to set Ultimate++ to place all of the object files into a single target directory such as, C:\upp\out\objects ?

This way I can run a command-line build, linking in all of the objects I would need for whatever app I'm making.

Any comments on how everyone builds from the command-line using Ultimate++ libraries is appreciated.

Thanks,
Chris

Subject: Re: Command-line Compilation
Posted by gprentice on Mon, 23 Jan 2006 08:22:49 GMT
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 http://sourceforge.net/mailarchive/forum.php?thread_id=95354 03&forum_id=36165

Markus Mauhart's build tool
http://members.chello.at/ejg8dk49/themake-2006.01.22.zip

Don't know if it's what you want.

Subject: Re: Command-line Compilation
Posted by mirek on Mon, 23 Jan 2006 09:25:45 GMT
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ChrisSE wrote on Wed, 04 January 2006 12:15
For example, C:\upp\out\CtrlLib\MINGW.Debug_full.Gui\CtrlLib.o

If I want to link with this object file, I need to add this path to the makefile. The same goes for all of the other package objects.

I think you could consider makeing makefile relative to "c:/upp/CtrlLib".

Quote:
So, is there a way to set Ultimate++ to place all of the object files into a single target directory such as, C:\upp\out\objects ?

This is not quite possible - U++ allows the names of files to be the same in differnt packages, so output directories are needed to avoid name clashes of files.

The same goes for that "MINGW.Debug_full.Gui" - this is needed to avoid mixing object files for different set of build options.