Subject: Critical feature - namespace Posted by mirek on Mon, 18 Dec 2006 13:56:00 GMT View Forum Message <> Reply to Message

Well, I have came to conclusion that we should finally add namespaces.

I have to apologize it took so long - in fact, there was a very little need to do so so far. But I am afraid longer it takes, more people will be angry on us...

So please comment the plan:

- namespace will be "Upp" (alternatives: "upp", "UPP", "ultimatepp", "Ulitmatepp").
- there will be NONAMESPACE config flag, but default will be "use namespace"
- I will do it today

Mirek

Subject: Re: Critical feature - namespace Posted by fallingdutch on Mon, 18 Dec 2006 14:13:41 GMT View Forum Message <> Reply to Message

better now then later, else more and more will get angry ...

Bas

Subject: Re: Critical feature - namespace Posted by Ulti on Mon, 18 Dec 2006 15:08:29 GMT View Forum Message <> Reply to Message

luzr wrote on Mon, 18 December 2006 08:56

namespace will be "Upp" (alternatives: "upp", "UPP", "ultimatepp", "Ulitmatepp").
 Mirek
 prefer upp,it's simple for typing.

Subject: Re: Critical feature - namespace Posted by mirek on Mon, 18 Dec 2006 15:54:01 GMT View Forum Message <> Reply to Message

Ulti wrote on Mon, 18 December 2006 10:08luzr wrote on Mon, 18 December 2006 08:56

- namespace will be "Upp" (alternatives: "upp", "UPP", "ultimatepp", "Ulitmatepp"). Mirek prefer upp,it's simple for typing.

Actually, I do not expect that users will have to type that too often...

Mirek

Subject: Re: Critical feature - namespace Posted by zsolt on Mon, 18 Dec 2006 17:28:28 GMT View Forum Message <> Reply to Message

Very, very, very good news Mirek! Thanks a lot! I would prefer upp.

Subject: Re: Critical feature - namespace Posted by filipenf on Tue, 19 Dec 2006 22:28:15 GMT View Forum Message <> Reply to Message

A good way is to make this configurable by the user (with a default)

In the begining of each file you could:

#ifdef UPP_NAMESPACE namespace UPP_NAMESPACE { #endif

... CODE ...

#ifdef UPP_NAMESPACE
}
#endif

And in some global include file this will be defined....