Subject: How to import iml from other class?
Posted by guido on Tue, 27 Mar 2007 20:37:32 GMT

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How to use .iml from other class?

If I have App.iml defined in App.cpp/hpp and a class Splash.cpp/hpp, what goes there precisely to use App.iml?
The GUI-tutorial answers this question sparsely with remarks about iml_header.h and iml_source.h. But I'm pulling my hairs out trying the put the headers and defines for App.iml in the proper place of Splash class files, going back an forward between undefined and redefined identifiers.

Guido

Subject: Re: How to import iml from other class?
Posted by mirek on Wed, 28 Mar 2007 07:43:22 GMT

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guido wrote on Tue, 27 March 2007 16:37How to use .iml from other class?

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Guido

If you are using images just in single file, just put:

```
#define  IMAGEFILE  <iml/image.iml>
#define  IMAGECLASS MyImg
#include <Draw/iml.h>
```

at the beginning.

If you are using it across more files, you will need to declare in header:

```
#define  IMAGEFILE  <iml/image.iml>
#define  IMAGECLASS MyImg
#include <Draw/iml_header.h>
```

and also "define somewhere", in some .cpp (but only one!) file:

```
#define  IMAGEFILE  <iml/image.iml>
#define  IMAGECLASS MyImg
#include <Draw/iml_source.h>
```

Note this is the same as declaring "extern int myint" in .h and then defining it "int myint" in .cpp.

Mirek

Subject: Re: How to import iml from other class?
Posted by guido on Wed, 28 Mar 2007 17:25:31 GMT
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Yes, I tried this. But then, I need to import Splash.hpp in App.cpp and this results in a redefinition error:

I based my app on Werner's template. I deleted the U++ logo file and try to use a big version of the app_icon for the splash image.

Sorry for being dumb

upp is great in many ways, but for all that opaque (to me) preprocessor magic. Feels pretty low-level, for now.
Maybe I get the hang of it and see it differently, then.

Guido

Subject: Re: How to import iml from other class?
Posted by mirek on Wed, 28 Mar 2007 17:32:57 GMT
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guido wrote on Wed, 28 March 2007 13:25Yes, I tried this. But then, I need to import Splash.hpp in App.cpp and this results in a redefinition error:

This looks like the header is being included twice.

Quote:
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Maybe I get the hang of it and see it differently, then.

Well, you can have either preprocessor magic, or external tools that do the same job less transparently - you would still have to include something and at least link in something.

BTW, a good way to get hand on it (and also, for us, to debug this stuff) is "Preprocess file" command in the build menu. I think it can help pretty well in this case too.

Mirek