Subject: Another 2 questions about packages...
Posted by mdelfede on Sun, 30 Sep 2007 12:43:37 GMT
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1) My imported sources need to have HAVE_CONFIG_H defined globally. How can I tell TheIDE to compile with this symbol defined ?

2) I get sometimes "circular use chain"; is it an error, a warning or just an info ?

Ciao

Max

Subject: Re: Another 2 questions about packages...
Posted by mirek on Sun, 30 Sep 2007 14:55:47 GMT
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mdelfede wrote on Sun, 30 September 2007 08:431) My imported sources need to have HAVE_CONFIG_H defined globally. How can I tell TheIDE to compile with this symbol defined ?

ATM, using "Compiler options".

Quote:
2) I get sometimes "circular use chain"; is it an error, a warning or just an info ?

Well, it is a warning - means package A is using B and B is using A. Not a healthy situation....

Practical conseqences are not that serious - the most important is that this way, "All shared" build fails (dynamic libraries require well defined dependency chain).

Mirek

Subject: Re: Another 2 questions about packages...
Posted by mdelfede on Sun, 30 Sep 2007 15:15:46 GMT
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luzr wrote on Sun, 30 September 2007 16:55

ATM, using "Compiler options".

In Setup-Build Methods-Optimize for xxxx, i suppose ?
I did so and it works.

Quote:
Well, it is a warning - means package A is using B and B is using A. Not a healthy situation....

Practical conseqences are not that serious - the most important is that this way, "All shared" build fails (dynamic libraries require well defined dependency chain).

Well, that's strange, because the libs I'm importing in TheIDE are usually built as shared modules....

Another question : I've got some .cxx files that must *not* be compiled directly, but are included by #include into other files (I know, it's awful way of coding, but so they did it..).... There's a way to tell TheIDE to not compile them, even if are listed on .upp ?

Thanx

Max

Subject: Re: Another 2 questions about packages...
Posted by mr_ped on Sun, 30 Sep 2007 17:02:40 GMT
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mdelfede wrote on Sun, 30 September 2007 17:15
Another question : I've got some .cxx files that must *not* be compiled directly, but are included by #include into other files (I know, it's awful way of coding, but so they did it..).... There's a way to tell TheIDE to not compile them, even if are listed on .upp ?

No.
My rant about it:
http://www.ultimatepp.org/forum/index.php?t=msg&th=2712& amp;start=0

Subject: Re: Another 2 questions about packages...
Posted by mdelfede on Sun, 30 Sep 2007 17:07:03 GMT
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mr_ped wrote on Sun, 30 September 2007 19:02
No.
My rant about it:
http://www.ultimatepp.org/forum/index.php?t=msg&th=2712& amp; amp;start=0
Argghhh!
So my importer has to rename all not compilables cxx files into something else and then patch all the includes accordingly... That's becoming a long long story....

Subject: Re: Another 2 questions about packages...
Posted by mr_ped on Sun, 30 Sep 2007 18:15:10 GMT
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I think it's easier (in amount of work) to omit them from .upp file.
Especially if the lib files are final and you are not going to touch them anytime soon.

Subject: Re: Another 2 questions about packages...
Posted by mdelfede on Sun, 30 Sep 2007 18:30:41 GMT
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mr_ped wrote on Sun, 30 September 2007 20:15I think it's easier (in amount of work) to omit them from .upp file.
Especially if the lib files are final and you are not going to touch them anytime soon.

Well, too late, that's already done
BTW, I prefere to see the files inside the IDE than to have included files 'hidden'. I just added an 'N' to the extensions of non compilable files AND inside all #include referring to them.
As my app was already patching #includes, that was not too hard job.
Thanx for your help !

Max