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Subject: "init" files in packages...

Posted by [mirek](#) on Tue, 23 Oct 2007 09:44:12 GMT

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In an attempt to make non-ide use of U++ more possible, I have added a simple code to package saveing that also generates small "init" to the package directory, which includes all .icpp files.

The idea is to allow initialization of non-ide built applications using #include in main.cpp:

```
#include <CtrlLib/init>
#include <CtrlCore/init>
....
```

Mirek

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Subject: Re: "init" files in packages...

Posted by [mirek](#) on Tue, 23 Oct 2007 12:00:36 GMT

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luzr wrote on Tue, 23 October 2007 05:44In an attempt to make non-ide use of U++ more possible, I have added a simple code to package saveing that also generates small "init" to the package directory, which includes all .icpp files.

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Mirek

Follow up: After more thinking, it is really simple to add dependend .icpp this way, e.g.

CtrlLib/init:

```
#ifndef _CtrlLib_icpp_init_stub
#define _CtrlLib_icpp_init_stub
#include "CtrlCore/init"
#include "RichText/init"
#include "PdfDraw/init"
#include "CtrlLib.icpp"
#endif
```

-> the only responsibility for using CtrlLib is in this case #include <CtrlLib/init> in the .cpp which contains main/WinMain.

(Implemented in TheIDE).

Mirek

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