Subject: Ultimate make (umk)
Posted by unodgs on Mon, 07 Jul 2008 20:36:37 GMT
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I think build and package mangment (reading and accessing project structure) code could be separated from the ide. That would allow to create real umk which dosn't need ide to build a project. This also would reflect in much simpler "startup" makefile (easier to maintain) on unix systems. With this makefile anyone could build umk and then using umk the whole upp. What do you think about that?

Subject: Re: Ultimate make (umk)
Posted by mirek on Mon, 07 Jul 2008 20:42:23 GMT
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unodgs wrote on Mon, 07 July 2008 16:36I think build and package mangment (reading and accessing project structure) code could be separated from the ide. That would allow to create real umk which dosn't need ide to build a project. This also would reflect in much simpler "startup" makefile (easier to maintain) on unix systems. With this makefile anyone could build umk and then using umk the whole upp. What do you think about that?

I agree. Not a trivial job though.

(OTOH, new Export solves some of these problems

Mirek

Subject: Re: Ultimate make (umk)
Posted by unodgs on Mon, 07 Jul 2008 20:54:31 GMT
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Quote:(OTOH, new Export solves some of these problems
I haven't tried this new feature yet, maybe creating better umk has no sense now. On the other hand you would not have to call export project each time it changes having umk.
I'll try to investigate how much build process is integrated with ide and what time cost separating is.

Subject: Re: Ultimate make (umk)
Posted by mirek on Mon, 07 Jul 2008 21:50:42 GMT
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unodgs wrote on Mon, 07 July 2008 16:54Quote:(OTOH, new Export solves some of these problems
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Well, the main advantage of "separated" umk is that you would be able to run it on systems without X11 libraries....

Mirek

Subject: Re: Ultimate make (umk)
Posted by ebojd on Sun, 24 Aug 2008 06:32:18 GMT
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there is another advantage in that a standalone bootstrap program can regenerate the entire ide makefiles without them.

It is times like this I think Ultimate++ should completely redo the build system using Jam (which is platform independent AND bootstrapable).

 EBo --