## Subject: How to disable linking of a package?
Posted by zsolt on Tue, 05 Aug 2008 13:33:46 GMT

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I have some packages containing interface classes only (no object files).
In release (Msc8 Optimal) mode, the linker fails, because it wants to link the non existing library of the package.

How can I prevent this situation?

## Subject: Re: How to disable linking of a package?
Posted by mr_ped on Tue, 05 Aug 2008 15:21:24 GMT

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the quick hack is probably to add empty .cpp file (maybe 1 empty void foo() {} function may be needed).

the proper solution is unknown to me, and from my bad experience with U++ build system I'm afraid there's none.

## Subject: Re: How to disable linking of a package?
Posted by zsolt on Tue, 05 Aug 2008 16:23:26 GMT

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Yes, I'm using
static void nothing(){}
in a cpp currently, but this is a workaround only.

Is there any better solution to this?

BTW, I think, the build system is not too bad. I love speed of BLITZ.

## Subject: Re: How to disable linking of a package?
Posted by mr_ped on Tue, 05 Aug 2008 16:38:58 GMT

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speed is nice, but options... you can not disable .cpp file for example per compilation flag, you can't have two files with same name, etc...
Usually you will not hit anything of this if you don't use code from other projects, but sometimes it's easier to reuse old work of somebody else, and than I did hit some limits of U++ and had to use workarounds just like you.

Subject: Re: How to disable linking of a package?
Posted by zsolt on Tue, 05 Aug 2008 18:18:14 GMT

I don't think, it could be too hard to implement these features if you need them.