Subject: Environment Variables in Package Organiser/Extra Library
Posted by lundman on Fri, 03 Mar 2006 05:22:41 GMT
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If I wish to link against some external libraries, outside of the normal library search path, in a project with multiple developers, it would be nice to be able to use EnvVars.

Like, -I$SSL/ to point to where openssl is on your OS.

However, it does not appear to expand $SSL. Is this definitely the case?

Lund

Subject: Re: Environment Variables in Package Organiser/Extra Library
Posted by mirek on Fri, 03 Mar 2006 08:27:25 GMT
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lundman wrote on Fri, 03 March 2006 00:22
If I wish to link against some external libraries, outside of the normal library search path, in a project with multiple developers, it would be nice to be able to use EnvVars.

Like, -I$SSL/ to point to where openssl is on your OS.

However, it does not appear to expand $SSL. Is this definitely the case?

Lund

Yes, sorry. Something we have not ever considered. But I guess, it should be fixed. Thanks for the tip

BTW, normal arrangment is to put include paths (or library paths) to your build method - that way compilation will not depend on existence of environment variable. In other words, idea is that build method should serve as an interface between your code and the platform (including the compiler).

Mirek

Subject: Re: Environment Variables in Package Organiser/Extra Library
Posted by lundman on Sat, 04 Mar 2006 12:08:45 GMT

Ah you have a point. Since we are talking about own libraries, that are not "OS installed" it would be nice to avoid full paths in the project, but as you point out, we can add it globally to the .bm file, and since it doesn't hurt to have -L/path on programs that don't need it, that would be just fine.

Lund

Subject: Re: Environment Variables in Package Organiser/Extra Library
Posted by mirek on Sat, 04 Mar 2006 12:56:43 GMT

lundman wrote on Sat, 04 March 2006 07:08
Ah you have a point. Since we are talking about own libraries, that are not "OS installed" it would be nice to avoid full paths in the project, but as you point out, we can add it globally to the .bm file, and since it doesn't hurt to have -L/path on programs that don't need it, that would be just fine.

Lund

You can also consider separate build method if having it there all the time would hurt...

Mirek
