
Subject: Project isn't portable from windows to linux
Posted by [mingodad](#) on Tue, 05 May 2009 15:43:54 GMT

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I have one project on windows and I've added some files that I've copied to project source directory.

When copying the project directory from windows to linux and opening it, the files I've added manually it doesn't compile because the file added have the windows path hardcoded.

To compile I need to remove then and add again on linux.

Isn't supposed to be portable ?

Subject: Re: Project isn't portable from windows to linux
Posted by [mirek](#) on Tue, 05 May 2009 15:47:52 GMT

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domingoad wrote on Tue, 05 May 2009 11:43I have one project on windows and I've added some files that I've copied to project source directory.

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If I understand the situation well: It is because you have added them the wrong way. They should be in package directory and added using "Insert package directory file(s)".

Hardcoded path is result of "Insert any file", which should be used only in special cases (but we do not want to prohibit it completely).

Mirek

Subject: Re: Project isn't portable from windows to linux
Posted by [koldo](#) on Sun, 10 May 2009 07:07:00 GMT

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Hello domingoad

You know in Posix the paths are like:

/home/username/myUppProject

and in windows they are like:

```
c:\Documents and Settings\username\myUppProject
```

If you want to include any file in the same drive a trick is to do it relatively to the folder where is your .upp file.

Imagine you have a file in c:\Documents and Settings\username\otherfile. You could insert the file like:

```
../otherfile/myfile.cpp
```

This is not a matter of Upp. You have to enter the path in a portable way for Posix and windows.

Best regards
Koldo
