
Subject: Running a custom preprocessor on your sources

Posted by [cbpporter](#) on Fri, 23 Oct 2009 10:56:51 GMT

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I would like to run a custom preprocessor on my sources, like MOC or other ones. Having a package, for each file foo.bar I would like TheIDE to run that command, which command will generate a new file called foo.smthelse or foo.bar.cpp, and then doing normal build (without BLITZ of course) with these new files.

I tried using "Custom build steps" but I couldn't get TheIDE to pick up the newly generated files. Is this possible?

Subject: Re: Running a custom preprocessor on your sources

Posted by [masu](#) on Tue, 27 Oct 2009 10:45:08 GMT

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Simply adding your generated files to the package should work.

I used SWIG in the past and I had been in a similar situation.

I had *.i files to be preprocessed by SWIG which then generated *.cpp files. Then I added these *.cpp files to the package.

Matthias

Subject: Re: Running a custom preprocessor on your sources

Posted by [cbpporter](#) on Tue, 27 Oct 2009 10:59:47 GMT

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I would like this to be done automatically because I am not editing only the files that are going to get preprocessed, and this must be done on every build. The result is also quite unreadable sometimes .

I have temporarily solved the problem. I created a project that contains the files that are going to be preprocessed. I created a rule in "Custom build steps" based on extension and gave the tool an output folder where I have created a second project. Then I open a second TheIDE instance on the second project. So it's build in first IDE, build and run in the second one.
