Subject: Compiling and linking problems
Posted by koldo on Fri, 03 Sep 2010 07:40:41 GMT
View Forum Message <> Reply to Message

Hello Mirek

In Package organizer it is possible to set libraries and add compiler and linker options.

There is a problem: if you change the libraries but do not change a line of .cpp or .h files, linker does not work again.

It would be good that if compiling options are changed or removed, full compiling would have to be forced.

In the same way, if linker options or libraries are changed or removed, new linking would have to be done.

I think the same would have to be done when in "Build methods", INCLUDE, LIB and PATH - executable directories are changed, removed or reordered.

Subject: Re: Compiling and linking problems
Posted by dolik.rce on Fri, 03 Sep 2010 09:00:24 GMT
View Forum Message <> Reply to Message

Hi Koldo,

I believe this is not really issue. Yes, the trouble are by design of the build system, but it is too keep it fast. This situation is quite rare, I don't think it is worthed the trouble.

If a developer changes the libraries or paths etc. he should know that the code needs to be recompiled. Usually it is enough to just hit "Clean package" if you add library to package. Full recompile is only necessary if you change the build method.

Honza

PS: There is also one more thing you could worry about: If you update the lib in your system, theide won't detected and use the system wide headers from new version for new code, while linking together with older code that was compiled with the old version. This could be checked too, but it is reaaaally slow (I implemented this in the universal Makefile, so I know how long it takes to gcc to analyze all the dependencies ).

Subject: Re: Compiling and linking problems
Posted by koldo on Fri, 03 Sep 2010 10:12:10 GMT
View Forum Message <> Reply to Message

Hello Honza

Quote:If a developer changes the libraries or paths etc. he should know that the code needs to be recompiled. Usually it is enough to just hit "Clean package" if you add library to package. Full recompile is only necessary if you change the build method.
It would be better if TheIDE would do this automatically to avoid problems. Or at least to set a "dirty" flag to know that when you click "F5", all code should have to be recompiled or linked.

I think any actuation in "Package organizer" or "Build methods" would have to force:
- a full recompiling if it affects to:
-- includes
-- compiling options

- a new linking if it affects to:
-- libraries
-- linking options

I recognize that checking if any of the libraries have been externally changed is perhaps out of TheIDE capabilities.

---

Subject: Re: Compiling and linking problems
Posted by dolik.rce on Sat, 04 Sep 2010 21:29:45 GMT
View Forum Message <> Reply to Message

Hi Koldo!
koldo wrote on Fri, 03 September 2010 12:12It would be better if TheIDE would do this automatically to avoid problems. Or at least to set a "dirty" flag to know that when you click "F5", all code should have to be recompiled or linked.
Well, maybe it should be there. It would definitely be user friendly  I am just not sure if it is worthed the amount of work needed. I was dealing with the build system code lately, so I know what a beast it is

Honza

---

Subject: Re: Compiling and linking problems
Posted by mirek on Wed, 13 Oct 2010 16:50:48 GMT
View Forum Message <> Reply to Message

I guess this is so specific and so implmentation difficult that I would stay with "hit the bomb after changing libraries" rule...

---

Subject: Re: Compiling and linking problems

Posted by Didier on Wed, 13 Oct 2010 19:02:53 GMT
View Forum Message <> Reply to Message

Hi guys,

There is another case where the exact same problem occurs:
When you select a package( from the list of packages on left side ) and select 'SPEED' option: if you don't recompile everything then the option isn't really taken in account.

This is not user friendly since the option is directly accessible.
At first I thought the SPEED option didn't work until I recompiled everything.