Subject: Using U++ without UppIDE
Posted by Apoptyzm on Mon, 15 Nov 2010 15:41:12 GMT
View Forum Message <> Reply to Message

Hello,
i would like to use U++ in my application, but i dont want to migrate with everything to UppIDE. I just want to maintain layout in UppIDE, and implement all the rest in Visual Studio.

Looking at the U++ it seems it's not designed to be used outside the UppIDE. i can't find any simple tutorial about it. Dlls are hidden in some magic directories, and seems to be corrupt, and so on...

Is there anyone using U++ outside U++IDE for Windows based apps?

Subject: Re: Using U++ without UppIDE
Posted by dolik.rce on Mon, 15 Nov 2010 16:03:04 GMT
View Forum Message <> Reply to Message

Apoptyzm wrote on Mon, 15 November 2010 16:41Hello,
i would like to use U++ in my application, but i dont want to migrate with everything to UppIDE. I just want to maintain layout in UppIDE, and implement all the rest in Visual Studio.
Hi Apoptyzm,
Welcome to the forum It is possible to use U++ code separately, it is just plain C++ after all. It might not be simple, but it can be achieved. You are not the first one (and probably also not the last) to ask this question... By the way: It is "TheIDE", not UppIDE

Apoptyzm wrote on Mon, 15 November 2010 16:41Looking at the U++ it seems it's not designed to be used outside the UppIDE. i can't find any simple tutorial about it. Dlls are hidden in some magic directories, and seems to be corrupt, and so on...The overall design revolves a lot around the "package" paradigm, that is dividing the code into small modular parts. To reasonably manage that you need either tool that understands the .upp files, or some patience to read them yourself and transform them into Visual Studio project or whatever else you need (don't worry, they're easy to understand).

AFAIK absolute majority of U++ users uses TheIDE, so that is the reason why there is no tutorial aimed in this direction.

There are no DLLs (apart from libs that come from windows SDK, but those are not distributed with U++ plus few exceptions in bazaar), so they can't be broken U++ compiles statically as much as possible.

Apoptyzm wrote on Mon, 15 November 2010 16:41Is there anyone using U++ outside U++IDE for Windows based apps?I can't talk for windows based apps, but on Linux I was able to create a Makefile capable of compiling any U++ project (based only on info it found in .upp files). On windows thing are not that easy, but I am pretty sure it is possible to create a Visual Studio project

that will allow you to compile simple gui apps.

Best regards,
Honza

Subject: Re: Using U++ without UppIDE
Posted by cbpporter on Tue, 16 Nov 2010 08:30:54 GMT
View Forum Message <> Reply to Message

There is a lot of information on this forum if you search it.

My advice is to start slow. Take s simple console example from the samples included in U++, take a look at the packages and try to replicate it in Visual Studio. Packages are folders after all. So a workspace with tree projects should work. There are some extra steps involved, but first see if this works for you. You don't need than many projects, but unless you are experienced with C++ build system, libraries and include paths this is the safest way IMO.

Subject: Re: Using U++ without UppIDE
Posted by mr_ped on Tue, 16 Nov 2010 08:42:37 GMT
View Forum Message <> Reply to Message

Also use Setup / Be verbose in TheIDE if you want to see exact compilation commands used by TheIDE (may help setting up VS project properly to compile U++ sources).

Just take some more advanced example, set it up to desired way of compilation (basically it boils down to single or multi-threaded and of course debug/release), hit rebuild all and check the output window to get idea how upp application is build.
