Subject: Use unique output directory per assembly (append assembly name to output director)
Posted by mirek on Sun, 06 Mar 2011 19:55:14 GMT
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I have made a subtle change in theide building process:

Output directory now appends a name of assembly. It means that each assembly now has unique set of output files (like .obj or .lib). Quite often, this will lead to unnecessarry duplication, and it is also true that the same thing could have been achieved before by specifying different out directory.

Whatever, this is still a little bit better when frequently working with branches.

Whole thing is optional and can be switched off in Setup/Environment.

Subject: Re: Use unique output directory per assembly (append assembly name to output director)
Posted by Mindtraveller on Sun, 06 Mar 2011 20:06:32 GMT
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Will it be disabled by default?

Subject: Re: Use unique output directory per assembly (append assembly name to output director)
Posted by dolik.rce on Sun, 06 Mar 2011 21:08:49 GMT
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Good idea Mirek!

I understand your motivation very well... I have some asemblies that differ just in one directory, e.g. one works with stable sources and the other with development version. Few times I got terribly stuck with weird bugs, which I later discovered to be caused by out-of-date .o files. If I understand correctly, this should solve this in future.

I know you considered using md5 or some other hash as the unique identifier, why did you decide to use name in the end? Actually I would prefer the unique part to be hash of the nests inside given assembly, even though the output directory names would be less readable. The reason why I would benefit from this is that I use two different ides ("theide", which is nightly build and "ide", which contains some personal tweaks), so that they would use the same output for assemblies that have same hashes, regardless of their name... On the other hand I understand that this is probably not very common setup and that I should probably use consistent naming (for my own good). So this is just a comment, without any real urge to change your decision

Thank you for this feature,

Honza

Subject: Re: Use unique output directory per assembly (append assembly name to output director)
Posted by mirek on Sun, 06 Mar 2011 21:46:32 GMT
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Mindtraveller wrote on Sun, 06 March 2011 15:06Will it be disabled by default?

Well, it is enabled by default (because I consider that option more safe), but I guess I could be pesuaded otherwise with little effort

Subject: Re: Use unique output directory per assembly (append assembly name to output director)
Posted by mirek on Sun, 06 Mar 2011 21:49:09 GMT
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dolik.rce wrote on Sun, 06 March 2011 16:08
I know you considered using md5 or some other hash as the unique identifier, why did you decide to use name in the end? Actually I would prefer the unique part to be hash of the nests inside given assembly, even though the output directory names would be less readable.

Well, mostly because assembly name is unique.

Sure, nests can change, but they can change "materially" too (like overwriting nest with other branch), so basically you still have to remember that after fiddling with it too much, you have to "bomb" it...

Subject: Re: Use unique output directory per assembly (append assembly name to output director)
Posted by dolik.rce on Sun, 06 Mar 2011 22:27:40 GMT
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mirek wrote on Sun, 06 March 2011 22:49dolik.rce wrote on Sun, 06 March 2011 16:08
I know you considered using md5 or some other hash as the unique identifier, why did you decide to use name in the end? Actually I would prefer the unique part to be hash of the nests inside given assembly, even though the output directory names would be less readable.

Well, mostly because assembly name is unique.

Sure, nests can change, but they can change "materially" too (like overwriting nest with other branch), so basically you still have to remember that after fiddling with it too much, you have to

"bomb" it...
As I said, I have two theides, which have clashing assembly names. Right now I use separate output directories to solve that. Renaming the assemblies would be an option too, of course This is corner case, but the other advantages of nest based hashes (like detecting assembly renaming, same assemblies etc.) seemed quite compelling and useful to me.

Also overwriting the sources shouldn't be a problem. Unless you manage to keep older file timestamps

Honza
