Subject: adding version and company info? Posted by dave on Sun, 24 Jul 2011 19:11:56 GMT View Forum Message <> Reply to Message

hi, i'd like to add version and other information to the compiled exe, such as namedescriptioncompany nameversioncopyrightlicenseetc....

doing this in upp is a pain.

most ide's have an inbuild versioning system, which makes it easier to add and manage version and other related information. why does'nt upp have it? i think it is a must.

is there a better way of adding version and other related info than adding it through .rc file, which quite often is error prone?

regards

dave

Subject: Re: adding version and company info? Posted by dolik.rce on Sun, 24 Jul 2011 20:28:14 GMT View Forum Message <> Reply to Message

Hi dave,

First of all, I must say that I don't know the real reasons why versioning is not integrated into theide and the following are just my guesses. Someone more competent might add precise explanation later.

So first reason: By the way you describe it, I believe you are talking about the info that shows e.g. in the "Properties..." dialogue in windows explorer. So here comes a first problem, U++ is a multiplatform tool and this is very platform specific.

Second reason that comes to my mind: Inbuild versioning system is probably not a must as you say. Because if it was, someone would already implemented it

Third and last reason I can think of now: There are probably at least two possible ways how to do

this in theide. The rc file could be generated using either Macros or Custom build steps, using a simple script that would handle the versioning externally (which is more clever anyway, because it allows way more freedom to you).

Does that answer your questions?

Best regards, Honza

Subject: Re: adding version and company info? Posted by dave on Sun, 24 Jul 2011 20:48:13 GMT View Forum Message <> Reply to Message

well i almost forgot that upp is cross-platform. sorry about that.

been working in windows for quite a long time, i think its now time to move on..be more adventurous.

yes you have answered all my questions. thank you.

dave