Subject: build flag problem
Posted by o_wild on Fri, 16 Sep 2011 13:13:30 GMT
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Hi,
When I build third-party library with TheIDE, a problem puzzles me. All the flags I set with TheIDE GUI loss their effect. After checking "be verbose" I found out the reason. It's because the flags I entered in GUI have been preppended. For example, 'COIN_INTERNAL' became 'flagCOIN_INTERNAL',but in the third-party code there are a lot of '#ifdef COIN_INTERNAL',no wonder they loss their effect. It's annoying modifying the code.there are a lot of such macros.What can I do!

Wilde

Subject: Re: build flag problem
Posted by dolik.rce on Fri, 16 Sep 2011 21:42:55 GMT
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o_wild wrote on Fri, 16 September 2011 15:13Hi,
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Wilde
Hi Wilde,

The build flags in TheIDE are U++ specific thing. If you want to affect the third party code you will have to set the macros in Package organizer by adding compiler options, e.g.: "-DCOIN_INTERNAL". If you want it to correspond to build flags, use the When clause. Or in some cases you can define them in your code, using plain old #define before including the 3rd party headers (in that case you can also make it depend on the build flag using "#ifdef flagCOIN_INTERNAL").

Best regards,
Honza