Subject: Add "pre-compile" as custom build step
Posted by Mindtraveller on Fri, 10 Feb 2012 16:04:44 GMT
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After making versioning utility, it appeared that TheIDE has no way to "auto-process" my sources before they compiled.
The only thing available is "pre-link", but editing sources after they where changed leads to compilation error.

So I propose adding "pre-compile" custom build step for sources auto-update features.

Subject: Re: Add "pre-compile" as custom build step
Posted by dolik.rce on Sat, 11 Feb 2012 09:04:15 GMT
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Mindtraveller wrote on Fri, 10 February 2012 17:04After making versioning utility, it appeared that TheIDE has no way to "auto-process" my sources before they compiled.
The only thing available is "pre-link", but editing sources after they where changed leads to compilation error.

So I propose adding "pre-compile" custom build step for sources auto-update features.
Hi Mindtraveler,

I haven't examined the versioning utility too much, but I believe that all you need is to specify "Output file(s)" that are being changed (the .rc and perhaps some "version.h"?) and set extension column to ".config" in the build step. Then whenever config is changed, the custom step will be run before the listed files are compiled. Or am I missing something here?

Best regards,
Honza

Subject: Re: Add "pre-compile" as custom build step
Posted by Alboni on Sun, 03 Aug 2014 14:06:17 GMT
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I solved it differently. I use fixed version strings in the program and then launch a program on post-link to search and replace those strings in the executable.

I totally agree that a pre-build option would be very handy to generate some versioning include files etc.

Subject: Re: Add "pre-compile" as custom build step

Posted by Alboni on Sun, 03 Aug 2014 14:35:56 GMT
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Would also great if upp would have macros for svn revision and buildnummer.
Like there is already #defines for buildtime/date

Subject: Re: Add "pre-compile" as custom build step
Posted by sergeynikitin on Mon, 16 Mar 2015 16:22:51 GMT
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Quote:I solved it differently. I use fixed version strings in the program and then launch a program on post-link to search and replace those strings in the executable.

I totally agree that a pre-build option would be very handy to generate some versioning include files etc.

This is very optimal receipt. Because, if I use analog of pre-compile dependence I must wait for recompiling, even if there are not changes in sources.

As a result, it is more important to make not the option precompile, and some command-line editor of resources.

Subject: Re: Add "pre-compile" as custom build step
Posted by Slade on Sat, 21 Mar 2015 22:00:29 GMT
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I also made a versioning utility and found the exact same problem with the IDE.
What I need is a "pre-build" extension that will always run the custom build step every time before checking compile dependency. This way my versioning utility can run and if the version number has changed it will update a package file specifically a version string that, and that file will then get compiled as it has changed.

I also agree it would be very useful if U++ has macros for SVN revision and buildnummer, like there is already #defines for buildtime/date.