Subject: Compiling a U++ project with a Python API on Windows
Posted by dirk on Sat, 16 Feb 2013 01:15:29 GMT
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Hi all,

I'm new to U++ and rather new to the kind of compilation tricks I am trying to pull off here, so I'm hoping this is obvious stuff...

I would like to access a U++ codebase from Python and was trying to do this using Boost.Python. I have done all the necessary installations of U++, the codebase and Boost and everything works independently. I can compile the code, I can work in U++ and I can create Python API's using Boost.
However, Python has distutils, Boost insists on bjam and U++ has its own compiling mechanism as well and that is where I run into trouble.

U++ does not create pyd files and it seems I can't get cl.exe or bjam.exe to include the necessary U++ libraries; I am getting lots of errors like:

main.cpp(124) : error C2228: left of '.Run' must have class/struct/union
type is ''unknown-type''
main.cpp(124) : error C3861: 'Thread': identifier not found

So, does anyone know of a way to do one of the following:
- compile a U++ project using the Visual Studio command line
- include Boost.Python in U++ and get it to spit out pyd file or an equivalent
- create a Python interface on a U++ project without involving Boost.Python
(or should I just move everything to Linux and will everything go smoother there?)

Thanks a lot for any pointers!
Dirk