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Subject: howto duplicate main package and rename classes "in bulk"?

Posted by [fudadmin](#) on Mon, 05 Dec 2005 08:23:46 GMT

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howto duplicate main package and rename classes "in bulk"?

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [mirek](#) on Mon, 05 Dec 2005 09:04:00 GMT

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fudadmin wrote on Mon, 05 December 2005 03:23howto duplicate main package and rename classes "in bulk"?

No direct support. You can "clone" package by copying its folder and renaming ".upp" file (.upp file contains the package information and must much the name of directory).

To rename classes, use Find in files.

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [fudadmin](#) on Mon, 05 Dec 2005 15:32:36 GMT

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luzr wrote on Mon, 05 December 2005 04:04fudadmin wrote on Mon, 05 December 2005 03:23howto duplicate main package and rename classes "in bulk"?

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Now I have Aris versioning system :

1. Preparation - performed once:

- 1.1. Create your working dir e.g "uppMyWork" (paralell with upp).
- 1.2. Make a copy of "MyApps.var" (file in "upp" dir) and Rename to e.g "MyProject1.var"
- 1.3. Edit inside e.g "MyProject1.var" (e.g with Notepad) to have the correct dirs.  
(That should enough to show "MyProject1" in Assembly column of package dialogue)

2. Every time you want - a new Project(assembly?):

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- 3.2. Rename "MyProject1.upp" file inside the subdir to "MyProject2.upp"

Does it breach any Myrek's good rules ?

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [mirek](#) on Mon, 05 Dec 2005 16:38:05 GMT

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fudadmin wrote on Mon, 05 December 2005 10:32luzr wrote on Mon, 05 December 2005 04:04fudadmin wrote on Mon, 05 December 2005 03:23howto duplicate main package and rename classes "in bulk"?

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Well, just keep in mind that you can have more main packages - projects in single nest. So perhaps "MyProjects" would work too... (as does MyApps...).

Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [fudadmin](#) on Mon, 05 Dec 2005 17:10:52 GMT

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luzr wrote on Mon, 05 December 2005 11:38

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BTW, I tried to achieve the same "one level deeper" - in MyApps, but, for the "unknown reasons" , it didn't work... Maybe, I did something wrong. Could anyone post the detailed instructions?

But, in fact I'd prefer that kind of feature to have from TheIDE...

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [mirek](#) on Mon, 05 Dec 2005 17:37:39 GMT

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fudadmin wrote on Mon, 05 December 2005 12:10luzr wrote on Mon, 05 December 2005 11:38

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But, in fact I'd prefer that kind of feature to have from TheIDE...

Well, thinking about it, if the purpose is "versioning", that your solution is weird, but working

However, I recommend using versioning system. Either uvs2 or anything else. What you describe can be good when you are about to refactor large portions of code, thought...

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [forlano](#) on Fri, 21 Apr 2006 19:45:59 GMT

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I'm quoting an old post. Perhaps the solution changed since it.

I've a similar problem. My project is growing quickly and some time I want to work on a new version freezing the old.

Unfortunately copy and past of the folder package and renaming the upp file is not enough. In fact I use \*.lay and \*.iml file that depend by the package directory. So each time I must rename all the include.

Does exist a lazy way to do a copy of a package?

Luigi

PS: in my package I don't see any \*.var file.

---

Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [fudadmin](#) on Fri, 21 Apr 2006 22:37:29 GMT

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [gprentice](#) on Fri, 21 Apr 2006 23:31:43 GMT

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forlano wrote on Sat, 22 April 2006 07:45luzr wrote on Mon, 05 December 2005 17:38fudadmin wrote on Mon, 05 December 2005 10:32luzr wrote on Mon, 05 December 2005 04:04fudadmin wrote on Mon, 05 December 2005 03:23howto duplicate main package and rename classes "in bulk"?

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Does exist a lazy way to do a copy of a package?

Luigi

PS: in my package I don't see any \*.var file.

U++ is designed to make copying and distribution of a package very easy. If you have an existing package PKG1 in a folder called NEST1, to copy/replicate the package in another folder, say NEST2, just copy the PKG1 folder (and all its content) to the NEST2 folder. Create a new assembly, say Assembly2, and add the NEST2 path to the assembly nests path list - so the nest paths might then look something like

L:\Projects\Upp\NEST2;L:\Apps\upp604Dev3\uppsrc

After you copy the PKG1 folder into NEST2 and create the assembly you should see the PKG1 package in the list of packages for the NEST2 assembly.

Inside the package, all path information normally starts with a package name e.g. PKG1 and the nest path setting in the assembly determines where PKG1 is looked for. \*.iml and .lay files don't have path information in them (I believe) so should be no problem.

If you have used explicit path information in your source files

e.g. `#include L:\xyz\something.cpp`

then you have more work to do if you want something.cpp to be not shared between PKG1 and PKG2. Most of the time, your #includes either have no path information in them at all, or the path starts with a package name.

e.g. with `#include <CtrlLib/CtrlLib.h>`

CtrlLib is a package name and U++ will try to locate a folder of that name in one of the nest paths of the assembly.

Try reading "packages, assemblies and nests" in the help - click on "help index" in the IDE. I could add a section called "copying a package" to it but I have a feeling nobody is reading it ...

Graeme

---

Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [fudadmin](#) on Sat, 22 Apr 2006 00:03:01 GMT

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fudadmin wrote on Fri, 21 April 2006 23:37\*.var files live in your main upp dir where theide.exe lives.

But now (I think...) you can create a new var with right click in the left pane after ide start: "Create a new assembly". Then, fill in some dirs.

Also, you can open \*.var files as text, study the syntax (easy) and create, and edit them "by hand". For myself, I've made ("nearly finished"... ) my vars and packages and templates manager... If I find some more inspiration to finish it, I'll post it.

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [fudadmin](#) on Sat, 22 Apr 2006 03:40:16 GMT

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Quote:

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Yes, it does. Not the laziest but as I described. In that case, (as I remember, only for at least MSC71 (and without spaghetti...))- use only quotes (e.g "Vega.lay", "Vega.iml") .

Then you can rename and move packages freely (within \*.var dirs!). With the only 1 extra step - don't forget renaming "Vega1.upp" "in synchro" (the same) with package folder e.g "Vega1". That's it!

P.S You don't need extra \*.var files if this works for you.

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [fudadmin](#) on Sat, 22 Apr 2006 04:10:53 GMT

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fudadmin wrote on Sat, 22 April 2006 04:40Quote:

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to trick MINGW:

```
#define PACKAGEDIR <ForlanoVega1
```

```
//.....
```

```
#include PACKAGEDIR/OptionImage.h>
```

```
#include PACKAGEDIR/TwoCtrl.h>
```

```
//etc.
```

Then the one more extra step - you need to correct:

```
#define PACKAGEDIR <ForlanoVega1
```

but you can use it for versioning!

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [fudadmin](#) on Sat, 22 Apr 2006 07:21:38 GMT

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The trick:

```
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doesn't work correctly with at least optimal modes and BLITZ.

Does anybody know the reason?

---

Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [gprentice](#) on Sat, 22 Apr 2006 08:02:02 GMT

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fudadmin wrote on Sat, 22 April 2006 19:21The trick:

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Does anybody know the reason?

The mechanism for substitution of names within a #include statement is "implementation defined" and the usual guideline is to not do what you are doing, but to do something like

```
#define SF <dir/file.h>
```

```
#include SF
```

where the text that follows the #include is a single name, the name of a macro.

Graeme

---

Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [fudadmin](#) on Sat, 22 Apr 2006 08:13:48 GMT

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gprentice wrote on Sat, 22 April 2006 09:02fudadmin wrote on Sat, 22 April 2006 19:21The trick:

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Graeme

Thanks! I had a feeling that a was breaking something. Have you got an idea how to implement this with a macro? Or what would be the best?

---

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Subject: Re: howto duplicate main package and rename classes "in bulk"?  
Posted by [forlano](#) on Sat, 22 Apr 2006 08:42:16 GMT  
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fudadmin wrote on Sat, 22 April 2006 10:13gprentice wrote on Sat, 22 April 2006 09:02fudadmin wrote on Sat, 22 April 2006 19:21The trick:  
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I tried the above trick with MINGW and it works. In this way copy, past the package folder and rename the .upp file seems the shortest way to replicate a package.  
I miss in TheIDE a menu item like "Save Package as...".  
Luigi

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Subject: Re: howto duplicate main package and rename classes "in bulk"?  
Posted by [fudadmin](#) on Sat, 22 Apr 2006 08:59:23 GMT  
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Luigi, do you mean "paste" or "pasta"?

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [forlano](#) on Sat, 22 Apr 2006 09:10:59 GMT

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fudadmin wrote on Sat, 22 April 2006 10:59Luigi, do you mean "paste" or "pasta"?

Maybe "pasta" because above you cited the "spaghetto"

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Subject: Re: howto duplicate main package and rename classes "in bulk"?

Posted by [gprentice](#) on Sat, 22 Apr 2006 09:23:52 GMT

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I did a quick test using VC7.1 and GCC 3.4 and this "trick" seems to work with both, but I did it outside of U++. Did you try turning off Blitz? (I haven't caught up with what Blitz does yet).

According to the standard I think what you're doing should work but I'm fairly sure it doesn't work with at least the Borland compiler - which doesn't matter here. The bit that's implementation defined is how the tokens between the <> or the "" are interpreted, so as far as I can see, the string following the #include should be substituted and re-substituted at least until it has <> and ""

<http://gcc.gnu.org/onlinedocs/cpp/Computed-Includes.html#Computed-Includes>

I believe one thing to watch out for is the possibility that

```
#define QUOTE "
```

might be rejected by a compiler because " by itself is not a valid token - it requires two " to be valid - I'm not entirely sure about this though.

Also the difference between <> and "" with U++ supported compilers is that use of <> means the "current" directory isn't looked in, but with "" it is.

Graeme

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Luigi

Well ... not sure if you read my post but I would have thought the easiest thing was to do it the "standard" U++ way. Why do you need a macro name in the #include ? If it's just for package replication, I suspect it's not the easiest way nor the cleanest.

I doubt if it would be viable for "save package as" to go and change your #includes for you. BTW - you don't need to qualify a filename in a #include if it's in the same directory as the including file (in case you didn't know).

Graeme

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Graeme

Yes, I did with BLITZ off for my package and totally off. That's why I mentioned it. But, even in those cases, the result is "up to date"... which means, your edits are not compiled.

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