Subject: Different file versions among build methods
Posted by crydev on Mon, 23 Jun 2014 15:46:03 GMT
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Hello,

I was wondering: Is it possible to set a different file to compile into the output for different architectures? For example, in Visual Studio, you have configurations. You can select a different resources file or exports.def file (for linker input, exported functions e.g.) for each configuration. I would love to use a different resource.rc file among my build methods.

Thanks in advance!

crydev

Subject: Re: Different file versions among build methods
Posted by Alboni on Mon, 04 Aug 2014 01:49:33 GMT
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Not directly but you can:
*Use different packages for different configurations
*Do things like :

#ifdef flagXXXX
... code for configuration XXXX
#elif defined flagYYYY
... code for configuration yyyy
#endif

*you can also include files with specific code from this #ifdef blocks, so create one rc file with just #ifdef and #include statements and have your specific code in separate .rc files that you include from the main one depending on flags. Only the main one you put in the package.

Subject: Re: Different file versions among build methods
Posted by crydev on Sat, 06 Sep 2014 17:28:15 GMT
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Thank you for your reply Alboni!

I'm not sure whether you can define the used resource file like that. I will have a look into it though.

Thanks,
crydev