Subject: How to compile non C/C++ files in an U++ project
Posted by koldo on Sat, 11 Apr 2015 14:58:48 GMT
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Hello all

I wanted to compile non C/C++ files in an U++ project.

In my case, I have to compile ".cu" files and link them with the project.

For example, now, for demo.cu file, I have to:

- Compile it with "nvcc -c demo.cu" to get demo.obj
- Add demo.obj in U++ project libraries
- Compile it in U++

Is there any way to do it all in an U++ project.

Additionally it would be great to let U++ to highlight .cu and .cl files as .cpp files.

Best regards
Koldo

Subject: Re: How to compile non C/C++ files in an U++ project
Posted by dolik.rce on Sat, 11 Apr 2015 16:07:26 GMT
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Hi Koldo,

Quote:In my case, I have to compile ".cu" files and link them with the project.

For example, now, for demo.cu file, I have to:

- Compile it with "nvcc -c demo.cu" to get demo.obj
- Add demo.obj in U++ project libraries
- Compile it in U++

This should be possible with custom build step...

Quote:Additionally it would be great to let U++ to highlight .cu and .cl files as .cpp files.
You can set per file highlighting (right click on file in package -> File properties). I don't think it is possible to set this globally for all files in all packages.

Best regards,
Honza

Subject: Re: How to compile non C/C++ files in an U++ project
Posted by koldo on Sun, 12 Apr 2015 13:24:01 GMT
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Thank you Honza

It works perfect.

Subject: Re: How to compile non C/C++ files in an U++ project
Posted by koldo on Sun, 12 Apr 2015 13:46:44 GMT
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Amazing!

When external compiler (neither MSC nor MinGW) finds an error, TheIDE is so smart that gets the error message and moves the cursor to the error...