Subject: need commands for using umk.exe from visual studio.
Posted by rxantos on Tue, 22 Dec 2015 08:14:29 GMT

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I am trying to use umk.exe from visual studio to build the upp projects. It does work but needs a clean command. It already has a rebuild command. But the rebuild command rebuild EVERYTHING including uppsrc. So maybe another option to NOT rebuild uppsrc would be useful. (As is deadly slow to do so).

Assuming NOT using blitz.

1. Have an option to clean the object files. if for example you build with -r with a -rc it would clean the release objects except the ones from uppsrc. This would allow to avoid recompile the whole thing when one only wants to recompile ones libraries.

2. Have another option to clean the whole thing including the ones from uppsrc. If for example one uses -rC it would clean all the release objects, including the ones from uppsrc

Subject: Re: need commands for using umk.exe from visual studio.
Posted by mr_ped on Tue, 22 Dec 2015 10:29:51 GMT

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Having clean options in umk may be nice, but I don't think this should stop you.
If the umk builds into "out" directory, same as IDE, you can safely delete whole subdirectory with some shell script.
hmm..

 Although now I think you may have hard time to extract correct $out subdirectories names without umk (so you would end up with hardcoded local paths in your script), how does it work in VS?
Does the umk calculate it's own out directory and then just puts final .exe into some $target, or does the VS options provide also path for temporary .obj files?