

U++ - Feature #126

Improve "import directory tree"

10/14/2011 07:01 AM - Miroslav Fidler

| | | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|------------------------|------------|
| Status: | Approved | Start date: | 10/14/2011 |
| Priority: | Urgent | Due date: | |
| Assignee: | Miroslav Fidler | % Done: | 100% |
| Category: | IDE | Estimated time: | 0.00 hour |
| Target version: | | Spent time: | 0.00 hour |
| Description | | | |
| http://www.ultimatepp.org/forum/index.php?t=msg&#38;th=6249&#38;start=0x%x%26#38;start=0x%x%26 | | | |

History

#1 - 10/14/2011 07:05 AM - Miroslav Fidler

- Category set to IDE

#2 - 10/19/2011 10:28 AM - Sender Ghost

- File *uppsrc.patch* added
- Status changed from New to Patch ready
- % Done changed from 0 to 100

I created a patch for this feature, which adds "Preserve directories" option to "Special -> Import directory tree sources.." dialog.

#3 - 10/19/2011 10:53 AM - Sender Ghost

- File deleted (*uppsrc.patch*)

#4 - 10/19/2011 10:55 AM - Sender Ghost

- File *uppsrc.diff* added

More correct patch version.

#5 - 10/21/2011 06:54 PM - Sender Ghost

- File *uppsrc2.diff* added
- Assignee set to Miroslav Fidler

I did following changes for second version of the patch:

- Refactored previous changes.
- Changed "Preserve directories" to "Including tree structure" option name.
- Added meaningful text for error messages.
- Used the same API between **DolImport** and **DolImportTree** functions, with some wrappers around them.

#6 - 11/04/2011 10:25 AM - Miroslav Fidler

- Priority changed from Normal to Urgent

#7 - 11/07/2011 07:51 PM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Sender Ghost

Why is there `#ifdef PLATFORM_WIN32`

uppsrc/ide/UppWspc.cpp 508

```
#ifndef PLATFORM_WIN32
    Sort(files);
    Sort(dirs);
#endif
```

now?

#8 - 11/07/2011 10:47 PM - Sender Ghost

Why is there `#ifdef PLATFORM_WIN32` now?

Because on Windows (with NTFS file system, in my case) the files and directories sorted by their order (case insensitive).

But for `PLATFORM_LINUX`, `PLATFORM_BSD`, etc. this is needed, because of unsorted inodes.

If you want identical results on all platforms, this defines could be removed.

#9 - 11/07/2011 10:50 PM - Sender Ghost

- Assignee changed from Sender Ghost to Miroslav Fidler

#10 - 11/08/2011 09:30 AM - Sender Ghost

- File deleted (*uppsrc2.diff*)

#11 - 11/08/2011 09:35 AM - Sender Ghost

- File *126_uppsrc2.diff* added

Ok, I think, this is much better version.

Directories and files are sorted by [GetLanguageInfo](#).

#12 - 11/08/2011 09:49 AM - Sender Ghost

This will lead to following results for [uppsrc/CppBase](#) import:

Before:

```
Base.cpp
CppBase.h
Parser.cpp
Pre.cpp
Qualify.cpp
Scopefo.cpp
cplex.cpp
```

After:

Base.cpp
CppBase.h
cplex.cpp
Parser.cpp
Pre.cpp
Qualify.cpp
Scopefo.cpp

At least, on Windows operating system.

#13 - 11/09/2011 09:26 PM - Miroslav Fidler
- Status changed from Patch ready to Approved

...no, LanguageInfo IMO is not a good choice, we are dealing here with C/C++ sources, not some armenian novel...

Changed to stricmp..

| Files | | | |
|------------------|---------|------------|--------------|
| uppsrc.diff | 3.82 KB | 10/19/2011 | Sender Ghost |
| 126_uppsrc2.diff | 5.17 KB | 11/08/2011 | Sender Ghost |