

U++ - Task #1610

Solve flag problems in Android Builder

01/07/2017 11:37 PM - Zbigniew Rebacz

Status:	Approved	Start date:	01/07/2017
Priority:	High	Due date:	
Assignee:	Zbigniew Rebacz	% Done:	0%
Category:	Android	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Right now U++ is not ready for support truly cross compilation build methods. <pre>void AndroidBuilder::AddFlags(Index<String>& cfg) { // TODO: Blood hack - should be remove after release. // Talk with Mirek how to do it well - without over engineering. // U++ is not ready for full cross compilation right now. cfg.RemoveKey("WIN32"); cfg.RemoveKey("LINUX"); cfg.RemoveKey("POSIX"); cfg.RemoveKey("BSD"); cfg.RemoveKey("FREEBSD"); cfg.RemoveKey("OPENBSD"); cfg.RemoveKey("NETBSD"); cfg.RemoveKey("DRAGONFLY"); cfg.RemoveKey("SOLARIS"); cfg.RemoveKey("OSX11"); cfg.Add("LINUX"); cfg.Add("POSIX"); cfg.Add("ANDROID"); }</pre>			

History

#1 - 04/29/2017 09:40 PM - Zbigniew Rebacz

- Status changed from New to Approved
- Target version deleted (Release 2017.2)

This issue was closed in previous release - thanks to Sender Ghost and Amrein improvements in builders code.

#2 - 04/29/2017 09:41 PM - Zbigniew Rebacz

By previous release i mean 2017.1