
Subject: Re: problem with compilation/linking - Duplicate .cpp file in single package
Posted by [mr_ped](#) on Tue, 18 Sep 2007 22:06:00 GMT

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It's not about UnitTest package (I hacked it "to work" within minutes, see <http://www.ultimatepp.org/forum/index.php?t=msg&th=1156&start=0> for ready-to-use package).

It's about how to do it in "right way" (and with minimal changes to the 3rd party source), and about my wishes what I miss in Ultimate tool chain.

My current version can't be simply updated to newer one just by replacing sources, all those little changes must be preserved whenever I will upgrade it to newer version. So adding such feature into TheIDE would both bring down the amount of changes needed, and it would also add a feature which I feel is missing (yet I don't have any other source which would take advantage of it, that's the reason why I say "feel").

I think the Core itself would benefit a little bit from it too, so some .cpp files (like Core/Win32Com.cpp) can be without #ifdef on the beginning and end, simply excluded completely from build process on different platforms.
