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Subject: Re: #include "\_uses\_.h"

Posted by [mirek](#) on Mon, 18 Aug 2008 22:28:32 GMT

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cbpporter wrote on Mon, 18 August 2008 14:59

Another idea, completely unrelated to you proposition: how hard would it be to create fake packages which include just some .h files that are parsed for Assist++ purposes, but are otherwise completely excluded from build. This is so that interacting with non U++ libraries becomes easier. Right now I have to create a package based on the library, it has to compile and link, and before deployment I have to replace it with "official" library.

Eh, actually, would not it be easier to support non-U++ headers directly?

At some moment in the past, I was experimenting with this. I have abandoned the idea because both STL headers and Win32 are riddled with macros, so it has not produced any good results.

But when macros are covered....

Quote:

And one more, for which I was going to start a new thread, but I'll just post here: how do you feel about having some autogenerated C interfaces for some GUI classes to allow cross language bindings?

"uneasy" ?

Mirek

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