Subject: Am I misunderstanding how packages are supposed to work?
Posted by Babs on Fri, 19 May 2006 09:07:47 GMT
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Hi there. I've just started looking at U++ with a mind to porting a pretty large app to it and I'm having some issues with how multiple packages work within a project. Hopefully someone can help me.

1- Should you have to #include the header file for a package, even if the package using it has it listed as 'Uses xxxx' in the package organiser? I can't get it to compile otherwise, but it seems to go against the whole point of packages. It also leads to the problem below:

2- I've got a package that has to use some external header files (It's a wrapper for some older software) which require extra include paths for compilation (-I or /I switches). Now, it seems sensible to me that these should only have to be specified for the package that actually needs the headers, or even just the whole project, but no. The only way to make it compile is to add the compiler options to every package that includes the package with the extra headers. This is very annoying as pretty much all of the packages in my app need to access it.

I assume I'm missing something simple here because if this is the way it's supposed to work it's actually more hassle than just including everything in one big package. At least then I'd only have to specifiy compilation options once for the whole project. I would be grateful if someone could shed some light on this for me.

On the plus side - I like pretty much everything else

Thanks in advance.