
Subject: Re: CPP file dependency
Posted by [raxvan](#) on Tue, 20 Sep 2011 10:04:23 GMT
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dolik.rce wrote on Mon, 19 September 2011 21:28Hi Raxvan

If you change a .cpp file, only this single file needs to be rebuild (there are some exceptions, when you use macros heavily, but that is ignored by theide). If you use BLITZ then you might need to recompile the entire "blitz batch" in case that the file you just changed was part of it in the last rebuild.

If you change an .h file, theide will rebuild all .c and .cpp files that include this file. Also files included recursively (i.e. through other .h files) are rebuild. Again, if the "blitz batch" contents change or if any of the files in it includes the changed .h file, then it will be rebuild.

I think these are the basic rules that are used in theide. Does that answer your question sufficiently?

Best regards,
Honza

Thanks for the reply, i was interested if an external tool is used or the dependency checker is build in house.

In theide, is it safe if i use macro magic like `#include MY_FILE` and `MY_FILE` is defined in some other place? How do you scan then for dependencies without implementing a full preprocessor? This is basically my initial problem. How to solve a dependency if `"#include MY_FILE"` is used.

Raxvan.
