

Hello,

I feel me an newby in the Ultimate++ habitat. Code is very mature and complex. I must study a lot how it works.

I am logging at different places the include file dependencies to MySQL. Ide environment could be work other than umk environment.

In the Ide environment I see 2 calls to AddDependency(..) when I compile Ide-environment:

```
class Hdepend {
struct Info {
    Time                time;
    Vector<int>          depend;
    Vector<bool>         bydefine;
    Index<String>        macroinclude;
    Vector<String>       define;
    bool                flag;
    bool                macroflag;
    bool                timedirty;
    bool                guarded;
    bool                blitzprohibit;
};

void Include(int line, char *filenaam, char *functie, const char *trm, Info& info, const String&
filedir, bool bydefine, const String& parent_path, unsigned long depth);
void ScanFile(int line, char *filenaam, char *functie, const String& path, int map_index, const
String& parent_path, unsigned long depth);
int File(int line, char *filenaam, char *functie, const String& path, const String& parent_path,
unsigned long depth);
void AddDependency(int line, char *filenaam, char *functie, const String& file, const String&
depends);
};
```

I will look beter in Hdepend class and prepere Fossil to the Umk main environment,

Greetings Jan Marco

File Attachments

1) [add_dependencies_records.jpg](#), downloaded 926 times

Query ✕

```
1 SELECT filePathInclude, filePath
```



1 Result



2 Profiler



3 Mes



(Read Only)



filePathInclude



D:\dev\persinfonet\upp\upp-win-1



D:\dev\persinfonet\upp\upp-win-1