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Subject: Add/Remove flags disfunction [BUG?]  
Posted by [dolik.rce](#) on Thu, 24 May 2012 20:05:17 GMT  
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Hi,

I hit a weird behavior of the "Add/Remove flags" feature of the Package organizer. It seems totally broken to me

I vaguely remember it used to work well, but now I wasn't able to add any flag no matter how many ways I tried. I even tried to look in the code of theide, tracked down all functions that manipulate with the flag variable after reading it from upp file, but I couldn't spot any place where it would be applied. Am I missing something really badly, or did this just quietly disappear from theide?

Simplistic testcase: Let's have a file #test.cpp

```
#ifndef flagGUI
#error "GUI is undefined"
#endif
#ifndef flagPOSIX
#error "POSIX is undefined"
#endif
#ifndef flagTEST_GUI
#error "TEST_GUI is undefined"
#endif
#ifndef flagTEST_POSIX
#error "TEST_POSIX is undefined"
#endif
int main(){
in a package defined by flags(GUI) TEST_GUI;
```

```
flags(POSIX) TEST_POSIX;
```

```
file
test.cpp;
```

```
mainconfig
```

```
"" = "GUI";I would expect it to pass the compilation, but what I get is Quote:----- flagtest ( GUI
MAIN GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX )
cd /home/h/MyApps/flagtest
test.cpp
c++ -c -I"/home/h/MyApps" -I"/home/h/upp.sandbox" -I"/home/h/upp-production/uppsrc"
-I"/usr/include/freetype2" -I"
/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include"
-I"/
usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0" -I"/usr/X11R6/include"
-I"/usr/X11R6/inc
lude/freetype2" -I"/usr/X11R6/include/gtk-2.0" -I"/usr/X11R6/include/glib-2.0"
```

```
-I"/usr/X11R6/lib/glib-2.0/inclu
de" -I"/usr/X11R6/lib/gtk-2.0/include" -I"/usr/X11R6/include/cairo"
-I"/usr/X11R6/include/pango-1.0" -I"/usr/X1
1R6/include/atk-1.0" -I"/usr/include/c++/4.6.1" -I"/usr/include/c++/4.6.1/i686-pc-linux-gnu"
-I"/usr/include/we
bkit-1.0" -I"/usr/include/libsoup-2.4" -I"/usr/include/libxml2" -I"/usr/include/gdk-pixbuf-2.0"
-I"/usr/include
/webkit-1.0" -I"/usr/include/opencv" -DflagGUI -DflagMAIN -DflagGCC -DflagDEBUG
-DflagSHARED -DflagDEBUG_FULL -
DflagBLITZ -DflagLINUX -DflagPOSIX -DbmYEAR=2012 -DbmMONTH=5 -DbmDAY=24
-DbmHOUR=21 -DbmMINUTE=59 -DbmSECOND=45
-ggdb -g2 -fexceptions -D_DEBUG -O0 -fno-PIC -x c++ "/home/h/MyApps/flagtest/test.cpp" -o
"/home/h/.upp/_ou
t/MyApps/flagtest/GCC.Debug.Debug_Full.Gui.Main.Shared/test. o "
compiled in (0:00.08)
/home/h/MyApps/flagtest/test.cpp:8:3: error: #error "TEST_GUI is undefined"
/home/h/MyApps/flagtest/test.cpp:11:3: error: #error "TEST_POSIX is undefined"
I see the same problem on both Linux with gcc and windows with MSC. For windows of course
use WIN32 instead of POSIX
```

Best regards,  
Honza

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [mirek](#) on Mon, 28 May 2012 16:36:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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RM patch applied...

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [Alboni](#) on Wed, 19 Mar 2014 19:24:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Still doesn't seem to work.....  
or again (6813)

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [omari](#) on Wed, 19 Mar 2014 23:46:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Hi,

there is a set of flags added in "ide/Core/Host.cpp"  
this flags is defined at theide compile time, regardless of the current configuration.

```
void LocalHost::AddFlags(Index<String>& cfg)
{
#if defined(PLATFORM_WIN32)
    cfg.Add("WIN32");
#endif

#ifdef PLATFORM_LINUX
    cfg.Add("LINUX");
#endif

#ifdef PLATFORM_POSIX
    cfg.Add("POSIX");
#endif

...
}
```

if the ide is compiled under Linux, then the flags LINUX and POSIX are always defined, even with a build method that define WIN32 only (for example).

this methode is called in "ide/Builders/Build.cpp",

```
Index<String> MakeBuild::PackageConfig(const Workspace& wspc, int package,
                                     const VectorMap<String, String>& bm, String mainparam,
                                     Host& host, Builder& b, String *target)
{
...
    host.AddFlags(cfg);
    b.AddFlags(cfg);
...
}
```

Hope it helps!

best regards

omari.

---

Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [Alboni](#) on Thu, 20 Mar 2014 08:52:54 GMT

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That is expected behaviour, but today I see (again?) what Honza described in this thread in may 2012 and what was reported to be fixed.

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [Alboni](#) on Thu, 20 Mar 2014 17:00:31 GMT  
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Ok, I narrowed it down a bit.

There seems to be a problem when more than 1 flag is added in the same line. I added the portaudio package to a random project and hit compile without adding any extra flags to the main configuration.

On windows with msc9 this gives a warning "unrecognized sourfile type WASAPI" because the second flag WASAPI is passed directly to the compiler. On linux it generates an error, not a warning.

See attached picture.

#### File Attachments

1) [portaudio.PNG](#), downloaded 501 times

**Escargot**

- Core
- CtrlCore
- CtrlLib
- Draw
- PdfDraw
- Report
- RichText
- Sql
- SqlCtrl
- plugin/bmp
- plugin/png
- plugin/sqlite3
- plugin/z
- plugin/portaudio
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>

**Package organizer**

- Escargot
  - Core
  - CtrlCore
  - CtrlLib
  - Draw
  - PdfDraw
  - Report
  - RichText
  - Sql
  - SqlCtrl
  - plugin/bmp
  - plugin/png
  - plugin/sqlite3
  - plugin/z
  - plugin/portaudio

Description Sound handling based on PortAudio

Optimize for speed Accepts ALSA JACK OSS ASIHPI DSOUND

<b>when</b>	POSIX & (!ALSA & !JACK & !OSS & !ASIHPI)
	!POSIX & (!WMME & !DSOUND & !WASAPI & !WDMKS)
<b>when</b>	POSIX
	POSIX & ALSA
	POSIX & JACK
	POSIX & !ALSA & !JACK & !OSS & !ASIHPI
	!POSIX
	!POSIX & WDMKS
<b>when</b>	
	NEVER
	POSIX & ALSA
	POSIX & ASIHPI
	POSIX & JACK
	POSIX & OSS
	POSIX & (!ALSA & !JACK & !OSS & !ASIHPI)
	!POSIX & DSOUND
	!POSIX & WASAPI
	!POSIX & WDMKS
	!POSIX & WMME
	!POSIX & ASIO
	!POSIX & (!DSOUND & !WASAPI & !WDMKS & !WMME)

Optimize the file for speed

**Upp**

- # pa\_upp.h
- pa\_upp\_platform.c
- pa\_upp\_alsa.c
- pa\_upp\_jack.c
- pa\_upp\_asihpi.c
- pa\_upp\_oss.c
- pa\_upp\_ds.c
- pa\_upp\_wasapi.c
- pa\_upp\_wdmks.c
- pa\_upp\_wmme.c

**PortAudio**

- # portaudio.h
- common/pa\_allocation.h
- common/pa\_converters.h
- common/pa\_cpuload.h
- common/pa\_debugprint.h
- common/pa\_dither.h
- common/pa\_endianness.h
- common/pa\_hostapi.h
- common/pa\_memorybarrier.h
- common/pa\_process.h
- common/pa\_ringbuffer.h
- common/pa\_stream.h
- common/pa\_trace.h
- common/pa\_types.h
- common/pa\_util.h
- pa\_linux\_alsa.h

**Upp**

- # pa\_upp.h
- pa\_upp\_platfo...c
- pa\_upp\_alsa.c
- pa\_upp\_jack.c
- pa\_upp\_asihpi.c
- pa\_upp\_oss.c
- pa\_upp\_ds.c
- pa\_upp\_wasapi.c
- pa\_upp\_wdmks.c
- pa\_upp\_wmme.c

**PortAudio**

- # portaudio.h
- ..pa\_allocation.h
- ..pa\_convert...h
- ..pa\_cpuload.h
- ..pa\_debugpr...h
- ..pa\_dither.h
- ..pa\_endiann...h
- ..pa\_hostapi.h
- ..pa\_memory...h
- ..pa\_process.h

```
----- CtrlCore ( GUI SSE2 MSC9 DEBUG DEBUG_FULL BLITZ WIN32
cd C:\upp\uppsrc\CtrlCore
"C:\Program Files\Microsoft Visual Studio 9.0\VC\Bin\cl.exe"
ude" -I"C:\Program Files\Microsoft SDKs\Windows\v7.0\Inc
c:\upp\bazaar\plugin\portaudio\os\win" -I"c:\upp\bazaar\
32 -DflagMSC -DflagWMME WASAPI -DbmYEAR=2014 -DbmMONTH=3
E=1 -DPA_USE_WASAPI=1 -MTd -Od -Gy -Fd"C:\upp\out\MyApps
eam.c" -Fo"C:\upp\out\MyApps\plugin\portaudio\MSC9.Debug
cl : Command line warning D9024 : unrecognized source file t
cl : Command line warning D9027 : source file 'WASAPI' ignor
pa_stream.c
"C:\Program Files\Microsoft Visual Studio 9.0\VC\Bin\cl.exe
```

Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [Alboni](#) on Thu, 20 Mar 2014 17:19:57 GMT  
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---

Also putting a dot before a flag in the main package doesn't work properly.

it results in "-Dflag.WMME" for example

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [dolik.rce](#) on Thu, 20 Mar 2014 18:13:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Alboni wrote on Thu, 20 March 2014 18:00Ok, I narrowed it down a bit.  
There seems to be a problem when more than 1 flag is added in the same line. I added the portaudio package to a random project and hit compile without adding any extra flags to the main configuration.

Hi Alboni,

It seems that this particular thing was never supported by TheIDE I must have overlook it, when I was writing the portaudio plugin... But it is I think it is a good feature to have, so I'll try to create a patch.

I haven't yet looked at the other issue with dotted flags, but I'm sure that it used to work. So I'll try to fix that as well, if it is broken.

Best regards,  
Honza

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [dolik.rce](#) on Thu, 20 Mar 2014 18:27:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok,I'm blind...

Multiple flags (and other options) are supported, but there must be a comma, not space. I will fix it in portaudio, and perhaps other packages where I might have made this mistake...

Honza

PS: Actually, there is a small bug, it doesn't work with comma either, because theide quotes the string... But I guess it doesn't really matter, as it is splitted into two lines when the .upp file is saved after being edited. So it is probably easier and more consistent to write it on separate lines right away..

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [dolik.rce](#) on Thu, 20 Mar 2014 19:16:56 GMT  
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---

The flags in portaudio are fixed now.

I can't reproduce the problem with dotted flags (using latest nightly version of theide). Alboni, can you please describe your actions in greater detail or post example package?

Honza

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [Alboni](#) on Thu, 20 Mar 2014 19:32:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok. I'll update to the newest first. No sense in debugging older version.

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [Alboni](#) on Thu, 20 Mar 2014 20:26:15 GMT  
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---

ok, here a test with a dot

#### File Attachments

1) [flagtest1.PNG](#), downloaded 496 times

---

flagtest - GUI SSE2 - TheIDE - [C:\MyApps\flagtest\main.cpp UTF-8] { MyApps }

flagtest - GUI SSE2 - TheIDE - [C:\MyApps\flagtest\main.cpp UTF-8] { MyApps }

File Edit Project Build Debug Assist Setup

GUI SSE2 MSC9 Debug

- flagtest
  - Core
  - CtrlCore
  - CtrlLib
  - Draw
  - PdfDraw
  - RichText
  - plugin/bmp
  - plugin/png
  - plugin/z
  - <prj-aux>
  - <ide-aux>
  - <temp-aux>
  - <meta>

```
agenda.cpp ProtectServer.cpp flagtest.h main.cpp
Find (Ctrl+F)
1 #include "flagtest.h"
2
3 #ifndef flagTEST1
4 #error "no flag1 defined"
5 #elif !defined(flagTEST2) // #
6 #error "no flag2 defined"
7 #endif // #elif !defined(flagT
8
9
```

Package organizer

- flagtest
  - Core
  - CtrlCore
  - CtrlLib
  - Draw
  - PdfDraw
  - RichText
  - plugin/bmp
  - plugin/png
  - plugin/z

Description

Optimize for speed Accepts

**when**  
WIN32

**when**

Optimize the file for speed

- # flagtest.h
- main.cpp
- flagtest.lay

```
cd C:\upp\uppsrc\plugin\png
---- flagtest ( GUI SSE2 MAIN MSC9 DEBUG DEBUG_FULL BLITZ W
cd C:\MyApps\flagtest
compiled in (0:00.01)
main.cpp
C:\MyApps\flagtest\main.cpp(4) : fatal error C1189: #error :
"C:\Program Files\Microsoft Visual Studio 9.0\vc\Bin\cl.exe"
ude" -I"C:\Program Files\Microsoft SDKs\Windows\v7.0\Inc
agDEBUG -DflagDEBUG FULL -DflagBLITZ -DflagWIN32 -Dflag
```

Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [Alboni](#) on Thu, 20 Mar 2014 20:33:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

And here with 2 flags seperated by a comma

(Thelde 7063)

### File Attachments

---

1) [flagtest2.PNG](#), downloaded 502 times

flagtest - GUI SSE2 - TheIDE - [C:\MyApps\flagtest\main.cpp UTF-8] { MyApps }

flagtest - GUI SSE2 - TheIDE - [C:\MyApps\flagtest\main.cpp UTF-8] { MyApps }

File Edit Project Build Debug Assist Setup

GUI SSE2 MSC9 Debug

flagtest  
Core  
CtrlCore  
CtrlLib  
Draw

agenda.cpp ProtectServer.cpp flagtest.h main.cpp

```
Find (Ctrl+F) 1 #include "flagtest.h"  
2  
3 #ifndef flagTEST1
```

flagtest - GUI SSE2 - TheIDE - [C:\MyApps\flagtest\main.cpp UTF-8] { MyApps }

File Edit Project Build Debug Assist Setup

GUI SSE2 MSC9 Debug

flagtest  
Core  
CtrlCore  
CtrlLib  
Draw  
PdfDraw  
RichText  
plugin/bmp  
plugin/png  
plugin/z  
<prj-aux>  
<ide-aux>  
<temp-aux>  
<meta>

agenda.cpp ProtectServer.cpp flagtest.h main.cpp flagtest.lay

```
Find (Ctrl+F) 1 #include "flagtest.h"  
2  
3 #ifndef flagTEST1  
4 #error "no flag1 defined"  
5 #elif !defined(flagTEST2) // #ifndef flagTEST1  
6 #error "no flag2 defined"  
7 #endif // #elif !defined(flagTEST2), #ifndef fla  
8  
9  
10 flagtest::flagtest ()  
11 {  
12     CtrlLayout(*this, "Window title");  
13 }  
14  
15 GUI_APP_MAIN  
16 {  
17     flagtest ().Run ();  
18 }  
19
```

# flagtest.h  
main.cpp  
flagtest.lay

```
C:\upp\uppsrc\Core\t.h(1) : blocks BLITZ of C:\upp\uppsrc\Core\t.cpp  
----- plugin/z ( GUI SSE2 MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 7 / 9 )  
cd C:\upp\uppsrc\plugin\z  
----- plugin/png ( GUI SSE2 MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 8 / 9 )  
cd C:\upp\uppsrc\plugin\png  
----- flagtest ( GUI SSE2 MAIN MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC TEST1,TEST2 ) ( 9 / 9 )  
cd C:\MyApps\flagtest  
compiled in (0:00.01)  
main.cpp  
C:\MyApps\flagtest\main.cpp(4) : fatal error C1189: #error : "no flag1 defined"  
"C:\Program Files\Microsoft Visual Studio 9.0\Vc\Bin\cl.exe" -nologo -W3 -GR -c
```

Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [Alboni](#) on Thu, 20 Mar 2014 20:36:47 GMT  
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---

example package here

### File Attachments

1) [flagtest.zip](#), downloaded 412 times

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [dolik.rce](#) on Thu, 20 Mar 2014 20:56:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Alboni wrote on Thu, 20 March 2014 21:26ok, here a test with a dot  
Ok, I see it now I mistakenly thought that you were adding it in to the 'mainconf', but you try to make it work in Add/Remove flags... That is not supported at the moment, but thinking about it, it would be good. It doesn't look trivial to implement, though, so it'll probably take me some time.

Regarding the issue with two flags separated by comma: TheIDE eagerly quotes the string, saving it as flags(WHEN) "FLAG1,FLAG2" If you manually edit it to remove the quotes, like:flags(WHEN) FLAG1,FLAG2 then the code actually works Unfortunately, the code that writes and reads this is used across multiple other options (link flags, uses, targets etc.) where the quoting is necessary. Another issue with this is that the code that saves the additional flags breaks it apart and saves it into two separate lines as soon as you do any changes in the .upp file. So it is probably easier to just add multiple lines... But I'll try to think of some simple way to make it work anyways, perhaps it'll be possible without duplicating too much code.

Honza

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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [piotr5](#) on Mon, 14 Apr 2014 08:37:42 GMT  
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---

imho the ide interface should parse the user-input and actually split comma-separated flags into multiple entries, automatically.

---

---

Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [mirek](#) on Sat, 27 Sep 2014 16:11:47 GMT  
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ide now does not allow ',' in the Add/Remove flags, you can separate flags by space (which is now supported). You can now also use prefix '-' to remove the flag (for some reason, Remove flags never worked before...)

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