

# **XWL-workspace 1.1**

# Workspace Structure

Structure of this dept is exactly the same as structure of original XML-tree describing the workspace.

## workspace

Root-level tag.

### version

Version of project definition, used by makefile generator.

## macro

Makefile macro. Once defined, it can be used wherever you want, e.g. in all other specification. For example, you can define macro CPPopt = "-c -O2" and later in file association specification write opt = "\$ (CPPopt) -Fo\_default/".

### name

Macro name

### value

Macro value

## project

Project definition.

### name

The name uniquely identifying given project in workspace. If you name two different projects the same then second project will be never processed and build.

### target

File name of build target; it must **not** contain config subdirectory name.

## config

Buid configuration description.

### name

Configuration name. It must me unique inside of project.

All intermediate files and target file expected to be created in directory named *\_config*, where 'config' is a configuration name. In current version, you have explicitly specify output directory in tool options, e.g. for example: -Fo\_config/ or -out:\_config\target.exe.

## link

Describes how to build target from intermediate files.

**ext**

Specifies extension of intermediate files. In current version, it's possible to specify only one extension.

**tool**

Name of tool used to perform build of target.

**opt**

Command line options passed to the tool.

**before\_all**

Command line that invoked before any other tool used to build the project. Use this to create config sub-directory.

**file\_association**

Specifies, in details, how source file processed to intermediate ones.

**in\_ext**

Extension of source file.

**out\_ext**

Extension of intermediate file.

**tool**

Name of tool used to produce intermediate file.

**opt**

Command line of the tool.

**file**

Describes single file of project. In current version, you can only specify the name of file.

**name**

Name of the file.

# A real example

This is an example of real working workspace definition:

```
<?xml version="1.0" ?>

<workspace version="1.1" >

  <macro
    name      = "default_CPPopt"
    value     = "-c -GR -GX -O2 -Qwn3 -Qwd 985 -DTRACING"
  />

  <!--
  ==== GUI =====
  -->

  <project
    name      = "gui"
    target    = "gui.lib"
  >

    <config name = "default" >

      <link
        ext      = "obj"
        tool     = "lib.exe"
        opt      = "-debugtype:cv
                  -out:_default\gui.lib
                  "
        before_all = "if not exist _default mkdir _default"
      />

      <file_association
        in_ext   = "cpp"
        out_ext  = "obj"
        tool     = "icl.exe"
        opt      = "$ (default_CPPopt) -Fo_default/"
      />

    </config>

    <file name = "GUImanager.cpp" ></file>
    <file name = "WidgetView.cpp" ></file>
```

```
</project>
```

```
<!--
```

```
==== VFX =====
-->
```

```
<project
```

```
  name      = "vfx"
```

```
  target    = "vfx.lib"
```

```
>
```

```
  <config name = "default" >
```

```
    <link
```

```
      ext      = "obj"
```

```
      tool     = "lib.exe"
```

```
      opt      = "-out:gui.lib
                  -out:_default\vfx.lib
                  "
```

```
      before_all = "if not exist _default mkdir _default"
```

```
    />
```

```
    <file_association
```

```
      in_ext   = "cpp"
```

```
      out_ext  = "obj"
```

```
      tool     = "icl.exe"
```

```
      opt      = "$ (default_CPPopt) -Fo_default/"
```

```
    />
```

```
</config>
```

```
  <file name = "Render2D.cpp" ></file>
```

```
  <file name = "Noise.cpp" ></file>
```

```
  <file name = "Random.cpp" ></file>
```

```
  <file name = "PixelShader.cpp" ></file>
```

```
</project>
```

```
<!--
```

```
==== Core =====
-->
```

```
<project
```

```
  name      = "core"
```

```

    target      = "core.lib"
>
    <config name = "default" >

        <link
            ext      = "obj"
            tool      = "lib.exe"
            opt      = "-out:gui.lib
                      -out:_default\core.lib
                      "
            before_all = "if not exist _default mkdir _default"
        />

        <file_association
            in_ext    = "cpp"
            out_ext   = "obj"
            tool      = "icl.exe"
            opt       = "$ (default_CPPopt) -Fo_default/"
        />

    </config>

    <file name="Core.cpp" ></file>
    <file name="CoreMain.cpp" ></file>
    <file name="DDrawError.cpp" ></file>
    <file name="File.cpp" ></file>
    <file name="FileSystem.cpp" ></file>
    <file name="Font.cpp" ></file>
    <file name="Image.cpp" ></file>
    <file name="Keyboard.cpp" ></file>
    <file name="Mouse.cpp" ></file>
    <file name="ParamSet.cpp" ></file>
    <file name="ResourcePack.cpp" ></file>
    <file name="Sprite.cpp" ></file>
    <file name="Surface.cpp" ></file>
    <file name="VideoCard.cpp" ></file>
    <file name="ZipFile.cpp" ></file>

</project>

</workspace>

```