

Id

Body

Title

<p>What guidelines do you follow to improve the general quality of your code? Many people have rules about how to write C++ code that (supposedly) make it harder to make mistakes. I've seen people insist that every <code>if</code> statement is followed by a brace block (<code>{...}</code>).</p>

<p>I'm interested in what guidelines other people follow, and the reasons behind them. I'm also interested in guidelines that you think are rubbish, but are commonly held. Can anyone suggest a few?</p>

<p>To get the ball rolling, I'll mention a few to start with:</p>

Always use braces after every <code>if</code> / <code>else</code> statement (mentioned above). The rationale behind this is that it's not always easy to tell if a single statement is actually one statement, or a preprocessor macro that expands to more than one statement, so this code would break:

<pre>

```
// top of file:  
#define statement doSomething(); doSomethingElse
```

```
// in implementation:  
if (somecondition)  
    doSomething();
```

</pre>

<p>but if you use braces then it will work as expected.</p>

Use preprocessor macros for conditional compilation ONLY. preprocessor macros can cause all sorts of hell, since they don't allow C++ scoping rules. I've run aground many times due to preprocessor macros with common names in header files. If you're not careful you can cause all sorts of havoc!

<p>Now over to you.</p>

<p>Is it possible to have one application binary build for multiple mobile devices (on BREW platform), rather than making a separate build for each device using build script with conditional compilation.</p>

<p>In particular is it possible to use single BREW application build for multiple screen resolutions?</p>

<p>Note that the goal is to have a single binary build. If it would be just to have a single codebase, then conditional compilation and smart build script would do the trick.</p>

71277

Single application build for multiple mobile devices

In a recent question on stubbing, many answers suggested C# interfaces or delegates for implementing stubs, but [one answer](http://stackoverflow.com/questions/43711/whats-a-good-way-to-overwrite-datetime-now-during-testing#43718) suggested using conditional compilation, retaining static binding in the production code. This answer was modded -2 at the time of reading, so at least 2 people really thought this was a *wrong* answer. Perhaps misuse of DEBUG was the reason, or perhaps use of fixed value instead of more extensive validation. But I can't help wondering:

Is the use of conditional compilation an inappropriate technique for implementing unit test stubs? Sometimes? Always?

Thanks.

Edit-add: I'd like to add an example as a though experiment:

```
class Foo {
    public Foo() { .. }
    private DateTime Now {
        get {
            #if UNITTEST_Foo
                return Stub_DateTime.Now;
            #else
                return DateTime.Now;
            #endif
        }
    }
    // .. rest of Foo members
}
```

comparing to

```
interface IDateTimeStrategy {
    DateTime Now { get; }
}

class ProductionDateTimeStrategy : IDateTimeStrategy {
    public DateTime Now { get { return DateTime.Now; } }
}

class Foo {
    public Foo() : Foo(new ProductionDateTimeStrategy()) {}
    public Foo(IDateTimeStrategy s) { datetimeStrategy = s; .. }
}
```

I code C++ using MS Dev Studio and I work from home two days per week. I use CVS to keep my sources synchronized between the two computers but there are difference between the environments the machines are in.

Can anyone suggest a way I can conditionally modify constants in my code depending on whether I am compiling on my home box or not ?

What I am after is a way of defining a symbol, let's call it `_ATHOME`, automatically so I can do this:

```
#ifdef _ATHOME
# define TEST_FILES "E:\\Test"
# define TEST_SERVER "192.168.0.1"
#else
# define TEST_FILE  "Z:\\Project\\Blah\\Test"
# define TEST_SERVER "212.45.68.43"
#endif
```

NB: This is for development and debugging purposes of course, I would never release software with hard coded constants like this.

119114

Conditional compilation for working at home

I have a need to reference two different versions of the Sharepoint API dll. I have a webservice that needs to run under both Sharepoint 2 and Sharepoint 3, but also needs to work with new features provided by the Sharepoint 3 API (Checkout and Content Approval)

What is the best way to acheive this - I'm currently leaning towards having two projects, with the code in a single file shared between the two with various sections of the code compiled in using conditional compilation.

Is there a better way ?

Thanks

Matt

286826

How to reference two versions of an API?

<p>I have a C/C++ source file with conditional compilation. Before I ship it to customers I want to remove most of the #if statements, so that my customers do not need to worry about passing the right -D options to the compiler.</p>

<p>I have this implemented and working in Python, but it only handles #ifdef and #ifndef statements properly. I need to add support for #if statements, but the syntax of #if is much more complex. (E.g. you can use &&, ||, !, brackets, relational operators, arithmetic, etc).</p>

<p>Is there any existing open-source code to parse and evaluate #if statements? (Preferably in Python).</p>

<p>The only implementation I know of is GCC, and that's much too complex for this task.</p>

287379

Parsing C++ preprocessor #if statements

I have a web service class that the rest of the framework depends on to grab its data, but the web service class needs to have different method attributes depending on what environment it's in. For instance...

```
<code>[SoapDocumentMethodAttribute("https://example",...)]
public string Test()
{
    //doSomething
}
</code></pre>
```

See that "https://example"? That needs to change depending on the environment. AFAIK you can't make that string dynamic for runtime, it has to be compiled that way. So I'm trying to get it so that I have multiple CS files for this web service that have the different attribute URLs hardcoded in them, and MSBuild swaps them on precompile. So I'd have a base "Service.cs" for testing, "Service.cs.production" for the production environment, and so on.

Is this the best way to do this, or am I missing something where I can have one CS that handles the environment on its own?

To preserve having the same class name and IntelliSense not thinking things are ambiguous, I'm mucking up the file extensions ("Service.cs" versus "Service.cs.production"). Is that the only way to do it?

Considering all the above is OK, and I'm compiling against a "Production" configuration, can it compile Service.cs.production instead of Service.cs and everything goes hunky-dorey?

<p>Thanks!</p>

296147

MSBuild Conditional Compilation

I need a conditional compilation switch that knows if I am compiling for the mono or MS .NET runtime. How can I do this? </p>

329043

How can I conditionally compile my C# for Mono vs

<p>Is it possible to set a symbol for conditional compilation by setting up properties in an Xcode project?</p>

<p>My aim is to create a symbol that is available to all files, without having to use import/include, so that a set of common classes can have a special behavior in some projects. Like the following, but with my own symbols.</p>

```
<pre><code>#if TARGET_IPHONE_SIMULATOR
...
#endif
</code></pre>
```

367368

How to define a preprocessor symbol in Xcode

<p>Are there any preprocessor symbols which allow something like</p>

```
<pre><code>#if CLR_AT_LEAST_3.5
// use ReaderWriterLockSlim
#else
// use ReaderWriterLock
#endif
</code></pre>
```

<p>or some other way to do this?</p>

408908

Conditional compilation depending on the framework

I read about the `Conditional` attribute today. According to MSDN:

<blockquote>

Applying `ConditionalAttribute` to a method indicates to compilers that a call to the method should not be compiled into Microsoft intermediate language (MSIL) unless the conditional compilation symbol that is associated with `ConditionalAttribute` is defined.

</blockquote>

OK. That's clear. So the *call to the method* will not be compiled. But what about side effects?

```
[Conditional("UndefinedCondition")]
static void f1(int x) { Console.WriteLine(x); }
```

```
static int a = 0;
static void f2() { f1(++a); }
</code></pre>
```

So when `f2` is called, the call to `f1` should be removed. But why is `++a` removed as well? This doesn't make any sense to me!

410865

Why does .NET's Conditional Attribute Cause Side-I

<p>Delphi 2007/2009 odd question here:</p>

<p>It's possible, based on a component property defined in design-time, to include files in linking or leave them ?</p>

<p>Example: If I leave SomeProperty true, when compiling, the unit SomeUnit will be included into my project. Otherwise it will not be included.</p>

<p>My second approach to this problem is to deploy a second component, which when dropped in the form (or not) will include the unit in uses clause. But if it can be done with a property, that'll be better.</p>

<p>I want to avoid conditional compilation via IFDEF because that forces the component to be built every time the projects are built. Or not?</p>

<p>I am trying to achieve an easy way of including some units in project, and then those units will provide support for specific databases. Having these into an option, at the connection component, will be ideally easy: Check support and that's done. Uncheck, and get some less KBs in your compiled APP.</p>

<p>edit: I'll stay with the component way for instance. I knew the IFDEF method and things, but that forces the component to be built everytime the projects are built. Or not?</p>

<p>I was trying to achieve an easy way of including some units in project, and then that units will provide support for specific databases. Having these into an option, at the connection component, will be ideally easy: Check support and that's done. Uncheck, and get some less KBs in your compiled APP.</p>

440364

Is possible to include files (linking) based on a comp

<p>Say I have the following code snippet in c#</p>

```
<pre><code>static const bool DO_PERFORMANCE_CODE = false;

if (DO_PERFORMANCE_CODE)
{
    // performance monitoring code goes here
}
</code></pre>
```

<p>Will that code get removed by the compiler? This is the functionality I'd like. Basically I want to mimic the conditional compilation stuff in C#, but I want more configurations other than Release and Debug. If there is a better way of doing this, I'd be open to hearing it.</p>

443586

Will conditionals that are always false be removed

<p>I'm possibly just blind, but is there a command line to specify conditional compilation symbols in MSBUILD?</p>

<p>I currently have this Line in my buildscript:</p>

```
<pre><code>SET MSBUILD=C:\WINDOWS\Microsoft.NET\Framework\v2.0.50727\MSBuild.
exe
SET CONFIG=Debug
%MSBUILD% /p:Configuration=%CONFIG% /p:OutputPath=..\..\output
source\MyProject\MyProject.csproj
</code></pre>
```

<p>And I'd like to add a condition. In Visual Studio, i can just go into Project Properties => Build => Conditional compilation symbols, but I have not seen that option for msbuild?</p>

<p>Bonus Karma if you know if I can completely override all symbols already specified in the .csproj files to make sure that only the conditionals from my Buildscript go in.</p>

479979

msbuild, defining Conditional Compilation Symbols

<p>So I was just working with function pointers and I remembered that you could do this:
</p>

```
<pre><code>void Foo()
{
}

int main()
{
    void(& func)() = Foo;

    func(); //::Foo();
}
</code></pre>
```

<p>The obvious advantage being that references reference valid objects (unless they're misused), or functions in this case.</p>

<p>The obvious disadvantages being that you can't store an array of references and can't use them for member function pointers (at least as far as I can tell).</p>

<p>My question: does anyone use them (i.e., function references, not function pointers), and if so, in what scenarios have you found them useful/helpful?</p>

<p>The only place I can see them being useful off the bat is binding a reference to a certain function when working with conditional compilation.</p>

<p>I've just ported a Web service from Delphi.NET 2006 to Delphi Prism 2009 (running in the Visual Studio 2008 IDE). But I can't find where I'm supposed to set (or unset) the conditional compilation constants!</p>

<p>Am I blind, has this option been left out, or is it just not supported in VS?</p>

<p>[edit: thanks to Mohammed Nasman for the link] MSDN tells me to set them using the Project Designer. First, it took me a while to figure out that the Project menu is only visible when the Solution is selected (and not the web service project). Then, there's still no way to set conditional compilation constants in the Project Designer!</p>

<p>I just can't find a way to get to the Project Options in an ASP.NET project... Is it really not possible?</p>

507225

Where can I define Conditional compilation constants?

Original Question

What I'd like is not a standard C pre-processor, but a variation on it which would accept from somewhere - probably the command line via -DNAME1 and -UNAME2 options - a specification of which macros are defined, and would then eliminate dead code.

It may be easier to understand what I'm after with some examples:

```
#ifdef NAME1
#define ALBUQUERQUE "ambidextrous"
#else
#define PHANTASMAGORIA "ghostly"
#endif

```

If the command were run with '-DNAME1', the output would be:

```
#define ALBUQUERQUE "ambidextrous"

```

If the command were run with '-UNAME1', the output would be:

```
#define PHANTASMAGORIA "ghostly"

```

If the command were run with neither option, the output would be the same as the input.

This is a simple case - I'd be hoping that the code could handle more complex cases too.

To illustrate with a real-world but still simple example:

```
#ifdef USE_VOID
#ifdef PLATFORM1
#define VOID void
#else
#undef VOID
typedef void VOID;
#endif /* PLATFORM1 */
typedef void * VOIDPTR;

```

<p>Here's what I'm trying to do:</p>

A single build script

That script builds two executables from the same Visual Studio project.

The first compiled .exe has a small amount of code disabled.

The other compiled .exe has everything enabled.

<p>I've been reading up on conditional compilation and that takes care of my needs as far as enabling/disabling blocks of code.</p>

<p>I just can't figure out how to control conditional compilation from a build script
using msbuild.</p>

<p>Is there a way to manipulate conditional compilation variables from a build script or some other way to accomplish what I'm trying to do?</p>

559881

Conditional compilation with automated builds in \

<p>How to do conditional compilation in Python ?</p>

<p>Is it using DEF ?</p>

560040

Conditional compilation in Python

<p>I have an application that will use a device in some cases (i.e. printer). Basically, in one office this printer will be used, and in another office this printer will never be used.</p>

<p>The functionality to use the printer is sitting in the application code, and the dll's that communicate with the printer are referenced in the code. So the dll's are part of the installation .msi package.</p>

<p>However, these dll's cannot be registered during the installation if the prerequisite (a bunch of drivers for the printer, provided by manufacturer as a single installation exe) is not installed. The installer for the drivers is about 50M size.</p>

<p>I do not want to include an extra 50M file in the installation package for the office that will never use the printer. What are the possible workarounds for the problem?</p>

<p>Ultimately, I would want an option to somehow skip registration of these dll's during the installation. But I do not know how to approach this.</p>

<p>I think I could have a conditional compilation in the code. But that would involve a significant amount of work to completely separate the code which talks to this type of printer from the rest of the application code.</p>

<p>Any possible solutions?</p>

568268

Conditional registration of certain dll(s) during inst:

<p>Can we configure conditional compilation symbol in app.config file? If it is possible then let us know how to do it.</p>

653205

Configuring conditional compilation symbol in app.

I would like to write a cross-platform function in C++ that contains system calls. What conditional compilation flags can I check to determine which operating system the code is being compiled for? I'm interested mostly in Windows and Linux, using Visual Studio and GCC.

I think it should look something like this:

```
void SomeClass::SomeFunction()
{
    // Other code

#ifdef LINUX
    LinuxSystemCall();
#endif

#ifdef WINDOWS
    WindowsSystemCall();
#endif

    // Other code
}
```

904745

Conditional compilation in C++ based on operating

<p>I'm working on a project that will (soon) be branched into multiple different versions (Trial, Professional, Enterprise, etc).</p>

<p>I've been using Subversion since it was first released (and CVS before that), so I'm comfortable with the abstract notion of branches and tags. But in all my development experience, I've only ever really worked on trunk code. In a few rare cases, some other developer (who owned the repository) asked me to commit changes to a certain branch and I just did whatever he asked me to do. I consider "merging" a bizarre black art, and I've only ever attempted it under careful supervision.</p>

<p>But in this case, I'm responsible for the repository, and this kind of thing is totally new to me.</p>

<p>The vast majority of the code will be shared between all products, so I assume that code will always reside in trunk. I also assume I'll have a branch for each version, with tags for release builds of each product.</p>

<p>But beyond that, I don't know much, and I'm sure there are a thousand and one different ways to screw it up. If possible, I'd like to avoid screwing it up.</p>

<p>For example, let's say I want to develop a new feature, for the pro and enterprise versions, but I want to exclude that feature from the demo version. How would I accomplish that?</p>

<p>In my day-to-day development, I also assume I need to switch my development snapshot from branch to branch (or back to trunk) as I work. What's the best way to do that, in a way that minimizes confusion?</p>

<p>What other strategies, guidelines, and tips do you guys suggest?</p>

<hr>

<p>UPDATE:</p>

<p>Well, all right then.</p>

<p>Looks like branching is not the right strategy at all. So I've changed the title of the question to remove the "branching" focus, and I'm broadening the question.</p>

<p>I suppose some of my other options are:</p>

<p>We have a large amount of C/C++ code that's compiled for multiple targets, separated by #ifdefs. One of the targets is very different from the others and it's often important to know if the code you're editing is compiled for that target. Unfortunately the #ifdefs can be very spread out, so it's not always obvious which code is compiled for which targets.</p>

<p>Visual Studio's #ifdef highlighting can be helpful for visually identifying which code is compiled for which target, but changing the highlighting apparently requires modifications to the project file.</p>

<p>I'm interested in finding a tool or method that can help coders quickly recognize which targets are using each line of code. Even if it requires some sort of manual in-source annotation I think it could still be helpful. Best case it's automated, not tied to a specific editor or IDE, and it could be configured to warn in certain conditions (eg "you modified some code on Target X, be sure to test your code on that platform!").</p>

941669

Visually marking conditional compilation

<p>Is there a way in Delphi 2009 to have a section of code conditionally compiled based on a compiler directive. Specifically, I'd like to have code in place that is only included if the range-check compiler directive is turned on.</p>

<p>Something like this:</p>

<p>{\$ifdef RANGECHECKINGISON}
[do range checking code here]
{\$endif}</p>

957495

Conditional compilation based on a compiler direct

<p>I'm attempting to write a C# managed class to wrap SHGetKnownFolderPath, so far it works on Vista, but crashes on XP due to not finding the proper function in shell32.dll, as expected.</p>

<p>I want to have it set so I can fallback on a (admittedly hacky) solution using System.Environment.GetFolderPath if using XP. (Or, even better, if it can't find the function in shell32.)</p>

<p>Is there any way to do this other than conditional compilation?</p>

<p>My current code looks like:</p>

```
<pre><code>public abstract class KnownFolders
{
    [DllImport("shell32.dll")]
    private static extern int SHGetKnownFolderPath([MarshalAs(UnmanagedType.LPStruct)]
    Guid rfid, uint dwFlags, IntPtr hToken, out IntPtr pszPath);

    // Trim properties to get various Guids.

    public static string GetKnownFolderPath(Guid guid)
    {
        IntPtr pPath;
        int result = SHGetKnownFolderPath(guid, 0, IntPtr.Zero, out pPath);
        if (result == 0)
        {
            string s = Marshal.PtrToStringUni(pPath);
            Marshal.FreeCoTaskMem(pPath);
            return s;
        }
        else
            throw new System.ComponentModel.Win32Exception(result);
    }
}
</code></pre>
```

1001307	<p><p>Is there a programmatic way to detect whether or not you are on a big-endian or little-endian architecture? I need to be able to write code that will execute on an Intel or PPC system and use exactly the same code (i.e. no conditional compilation).</p></p>	Detecting endianness programmatically in a C++ pr
1015207	<p><p>We have a project that needs to be build for both .Net 1.1 and 2.0 due to server compatibility issues (Windows Server 2000 and Windows Server 2003 production servers). I am looking for help making the decision between conditional compilation or branching the code in source control. There are pros and cons for each. Thanks in advance.</p></p> <p><p>Referring to the "Configuration Manager" under the Build menu,</p></p> <p><p>Is there a way to comment my C# code so that the commented out code does not compile while the solution is in Debug mode, but would compile if I changed it to Release mode?</p></p> <p><p>Why do I want this? The reason that I want to have code that will be compiled in Release mode but not in Debug is that I've got some code that will not work from my development PC (code that sends emails from my host, etc...)</p></p> <p><p>Instead of having to run back through my code and uncomment lines before publishing, I'd like that to be automatic.</p></p>	Conditional compilation vs Branching the code
1113666	<p><p>Is there an easy way to use the same conditional compilation symbol that I'm using for my c# code, in my xaml files?</p></p>	C# - Visual Studio 2008 capable of conditional comp
1213576	<p><p>We need to define a conditional compilation symbol in a class library project. This should not be checked in the source control (it doesn't apply to all developers), so it should be defined in someplace other than the .csproj or the app.config file. How can this be achieved?</p></p>	XAML Conditional Compilation
1221343		How to define Conditional compilation symbols in s

I am looking to introduce a logging framework into our existing Oracle application to replace the use of DBMS_OUTPUT.

The framework will be used primarily to aid debugging and would detail such things as starting x procedure, details of parameters, ending procedure x etc. It should also have the functionality to be turned on for all or just one program unit, various levels of trace in fact what is pretty much standard logging functionality.

Implementing these requirements should be relatively straightforward, however where I would like your help is how best to turn this functionality off and on. What I am trying to achieve is the smallest possible performance hit when the trace is turned off. Which hopefully should be most of the time!

<p>As the application is using 10g release 2, I initially I liked the look of wrapping the logging mechanism inside conditional compilation so that logging framework is not even visible during normal operation. Unfortunately I have had to grudgingly abandon this idea as most of the application is built using stand-a-lone procedures & functions so turning on a logging functionality could potentially invalidate a lot of code. </p>

I have had look a several existing opensource and other's frameworks\functionality for inspiration:

log4p1sql (<http://log4p1sql.sourceforge.net/>)

<p>APC's review here especially under acceptable impact gives me concerns.</p>

OraLog project (<http://oralog.sourceforge.net>)

No updates since 2007

PL/VISION (<http://www.toadworld.com/Downloads/ExclusiveToadWorldSoftware/tabid/78/TID/158/cid/64/Default.aspx>) here

<p>Looks quite old, no changes since Oracle 8i?</p>

Ask Tom Instrumentation (<http://asktom.oracle>.

<p>I have C++ project that are built using Boost.Build. The project consists of 3 subprojects.
</p>

```
<pre>
. [root]
  \-- source
    \-- common
      \-- config
        \-- config.cpp
    \-- project_1
      \-- Jamfile.jam
    \-- project_2
      \-- Jamfile.jam
    \-- project_3
      \-- Jamfile.jam
  \-- Jamroot.jam
</pre>
```

<p>Jamroot.jam:</p>

```
<pre>
project my_project
: requirements
  multi
  debug:DEBUG
: default-build
  static
: build-dir bin
;

alias project_1 : source/project_1 ;
alias project_2 : source/project_2 ;
alias project_3 : source/project_3 ;

install dist : project_1 project_2 project_3
: on EXE
;
</pre>
```

<p>Each project has Jamfile.jam according to this template:</p>

<p>I am working on a VC++ project under VS2008. My resource files contain some pre-processor directives for conditional compilation. Some of the symbols controlling the conditional compilation are defined in <code>stdafx.h</code>. I need these symbols to be visible to the resource compiler as well. How do I make this happen?</p>

1259502

VS2008: How do I make symbols defined in stdafx.h

<p>Consider the following code:</p>

```
<pre><code>if (IsDebuggingEnabled) {  
    instance.Log(GetDetailedDebugInfo());  
}  
</code></pre>
```

<p><code>GetDetailedDebugInfo()</code> may be an expensive method, so we only want to call it if we're running in debug mode.</p>

<p>Now, the cleaner alternative is to code something like this:</p>

```
<pre><code>instance.Log(() =&gt; GetDetailedDebugInfo());  
</code></pre>
```

<p>Where .Log() is defined such as:</p>

```
<pre><code>public void Log(Func<string> getMessage)  
{  
    if (IsDebuggingEnabled)  
    {  
        LogInternal(getMessage.Invoke());  
    }  
}  
</code></pre>
```

<p>My concern is with performance, preliminary testing doesn't show the second case to be particularly more expensive, but I don't want to run into any surprises if load increases.</p>

<p>Oh, and please don't suggest conditional compilation because it doesn't apply to this case.</p>

<p>(P.S.: I wrote the code directly in the StackOverflow Ask a Question textarea so don't blame me if there are subtle bugs and it doesn't compile, you get the point :)</p>

<p>Can I include a section of code based on whether a variable is defined in my program, or is the preprocessor completely unable to access this information, only compilation conditions? I.e. I'm after something like:</p>

```
<pre><code>/IF DEFINED(myVariable)
D myOtherVariable    S          like(myVariable)
/ELSE
D myOtherVariable    S          20A
/ENDIF
</code></pre>
```

<p>This link appear to suggest it is not possible. If so does anyone know of another way to achieve this?</p>

1293585

Conditional Compilation in RPG(LE)

I am getting a project-level conditional compilation constant error while trying to build my vb.net project. It reads:

```
<code>project-level conditional compilation constant 'VB_VER=9.0,TARGET="exe",
CONFIG="Debug",_MyType="Console",PLATFORM="AnyCPU",DEBUG;^^ ^^ TRACE' not valid:
Character is not valid.
</code>
```

I recently upgraded it to the latest version (from 2.0), and I have a feeling that this has something to do with it.

Any ideas on what this means? I am clueless...

Here is my project file (by request):

```
<code><?xml><Project DefaultTargets="Build" ToolsVersion="3.5" xmlns="http://schemas.
microsoft.com/developer/msbuild/2003">
  <PropertyGroup>
    <ProjectType>local</ProjectType>
    <ProjectVersion>7.10.3077</ProjectVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{5810CBEF-671E-4845-BBE3-BC3470C3EE18}</ProjectGuid>
    <Configuration Condition=" '$(Configuration)' == '' ">Debug</Configuration>
    <Platform Condition=" '$(Platform)' == '' ">AnyCPU</Platform>
    <AssemblyName>svchost</AssemblyName>
    <DefaultClientScript>JScript</DefaultClientScript>
    <DefaultHTMLPageLayout>Grid</DefaultHTMLPageLayout>
    <DefaultTargetSchema>IE50</DefaultTargetSchema>
    <DelaySign>false</DelaySign>
    <OutputType>Exe</OutputType>
    <FileUpgradeFlags>
    </FileUpgradeFlags>
    <MyType>Console</MyType>
    <UpgradeBackupLocation>
    </UpgradeBackupLocation>
    <OldToolsVersion>0.0</OldToolsVersion>
    <TargetFrameworkVersion>v3.5</TargetFrameworkVersion>
    <IsWebBootstrapper>false</IsWebBootstrapper>
    <PublishUrl>publish\</PublishUrl>
    <Install>true</Install>
    <InstallFrom>Disk</InstallFrom>
```

<p>It occurs pretty often that I start debugging a class by logging every function call to console and looking for differences in the bugged cases.

Is there some attribute that I can apply to a class to enable such a tracing? It's pretty exhausting to have to enter these</p>

```
<pre><code>Console.WriteLine("classname: methodname")
</code></pre>
```

<p>to every method and to remove them afterwards (removing can be done by conditional compilation, but it is not very nice to look at the code when you have all this redundancy)</p>

1311559

Log all function invocations to console

<p>My application was rejected because it is crashing on iPhone 3G running iPhone OS 3.0.1 and iPod touch running iPhone OS 3.0 and Mac OS X 10.5.8. ,I thought that iPhone apps should be tested only on iPhone . Why they test it on the mac?

I had some methods that was deprecated on SDK 3, and apple requires that the app should be build to the official SDK 2.2.1. so I made pre-processor directives for the conditional compilation such as __IPHONE_3_0 and build two separate executables.I set the base SDK to the higher version iPhone 3 and the iPhone OS deployment target to the older version Iphone 2.2.1. I build the application from xcode without errors or warnings and it is launched on the simulator. when I go to the build directory of the simulator release and try to run the application it fails. Is that what they meant that the app crashes on Mac OS X 10.5.8? I'm running Mac OS X 10.5.7 now. I need to resubmit the app as soon as possible. I would appreciate any help.</p>

<p>Thanks in advance,
Sarah</p>

1358159

app crash on iPhone 3G running iPhone OS 3.0.1 ar

<p>Is it possible to create a method which performs debugging assistance like the <code>System.Diagnostics.Debug</code> class?</p>

<p>I'm looking for a way to construct a method which when called by an assembly compiled with the DEBUG conditional compilation symbol defined, results in an operation, and which is a no-op when called by an assembly without the symbol defined.</p>

<p>If possible, I'd like it to be possible for the calls to the debugging methods to add minimal overhead or increase in size to the release version of the assembly.</p>

<p>To clarify, the debugging methods should be in an assembly compiled in Release mode. Calls to the methods should only generate operations when called from an assembly with the DEBUG symbol defined in the scope of the method call.</p>

1439607

Is it possible to create a Debug-only method in .NET

<p>I want to use a compilation symbol, like DEBUG, except a different name, and have it associated with a solution, not a project, so that it applies to all the solution's projects. </p>

<p>Rather than define the same symbol in multiple projects, is there a way to define a symbol once, that applies solution-wide, via VS2008?</p>

1440728

Visual Studio 2008 - Conditional Compilation Symbols

<p>I thought it will be a common question so I searched for a while but couldn't find it.</p>

<p>I am about to start a new project (C#, .net 3.5) and I was thinking about where I should I write the unit test code. I can create a unit test project and write all code there, or I can write the unit test code with the "class under test" itself.</p>

<p>What do you recommend and why? Things to consider before choosing an approach (caveats?)</p>

<p>EDIT: About writing unit-test code with "code under test": Removing the test code from production assembly isn't difficult I guess. Thats what conditional compilation is for. Right?</p>

<p>Just throwing this point because answers are rejecting the second option just because production assemblies would be fatty.</p>

1464824

Where to write unit test code?

<p>I have a "white labelled" application that is installed onto multiple customers' servers. On any given installation the differences will include content, style sheets and graphics but also some actual code / business logic. I want my TFS Server to build all flavours of my application automatically. What are my options for doing this? e.g. should I be using Themes? What about #if conditional compilation flags.</p>

<p>P.S. The question is not about how to setup the Build Server - I've done that already.</p>

1473636

How do I "White Label" my ASP.Net MVC Applicati

<p>How can I add a silverlight-3.0 target framework to NAnt? I tried modifying the nant.exe. config file, based on silverlight-2.0 profile, but that fails during compilation with <code>CS0518: Type "System.Object" not defined or imported</code> [error message translated from Polish]. Also, the silverlight-2.0 target does not seem to set "SILVERLIGHT" conditional compilation define like Visual Studio does, which complicates writing multi-target libraries.</p>

<p>Does anyone here build mixed target solutions (with libraries for both full .NET framework and Silverlight)?</p>

1508856

Can I target Silverlight 3.0 using NAnt?

<p>I would like to have different Project Dependencies depending on which Project Configuration I'm currently building. </p>

<p>For example, I don't want to build and link SomeTestLib.vcproj in Release configuration, but I'd like to build and link to it in Debug. </p>

<p>One solution, that sorta works, is to use conditional compilation macros: </p>

```
<pre><code>#ifdef DEBUG
#pragma comment( lib, "SomeTestLib" )
#endif
</code></pre>
```

<p>But in this case, the debugger and IntelliSense don't work for SomeTestLib.
Is there a .sln or .vcproj hack that I could use?
Thanks. </p>

1519060

How to have different Project Dependencies for ea

<p>It seems to be that the implementation required to set up a UDP multicast socket has changed between windows XP and windows vista. Specifically:</p>

```
<ul>
<li><p>Under windows XP, you <em>must</em> call <code>bind()</code> before you can
reference any multicast-specific socket options.</p></li>
<li><p>However, under windows vista, you <em>must not</em> call <code>bind()</code>
when dealing with multicast sockets.</p></li>
</ul>
```

<p>Failing either of these two points results in a socket error at runtime.</p>

<p>Am I going crazy, or have other people seen this as well? Is there a better solution than conditional compilation of the bind() call?</p>

1524946

UDP multicast using winsock API differences betwe

<p>1) We have a need for Makefiles to build C++ on both z/OS USS and a Linux platform. Is it advisable to use gnu make on z/OS USS in order to keep our makefiles common ? </p>

<p>2) If the Makefiles are common, then some steps in the Makefiles, would still be conditional to the platform. Can we do that by steps that are similar to conditional compilation? If yes, can we please get help with the syntax? </p>

<p>3) Our z/OS USS Makefiles have shell scripts or groups of commands, as in example below, with the square brackets [] presenting the commands to the shell as a group, rather than one line at a time. It seems that using the GNU make, we had to modify these commands to become one line, which is messy, and the nested loop was a problem. Is there an easier way to group commands using gmake? </p>

```
<pre><code> [  
  dirs=$(targets)  
  rc=0  
  for dir in $$dirs  
  do  
    cd $$dir/src  
    make -r  
    rc=$$?  
    if [ $$rc != 0 ]; then  
      echo "build failed for directory:" $$dir:  
      break;  
    fi  
    cd ../../  
  done  
  echo "return code from make = " $$rc  
>  
</code></pre>
```

1535314

Gnu Make and z/OS USS make

I submitted an iPhone application to the app store, but it is failed to run on iPod touch with the message that it is not compatible. I'm not using any Phone features on the application when I first I submitted the application to the store I was using some deprecated methods on the new SDK. so I made pre-processor directives for the conditional compilation like this:

```
<code>#if __IPHONE_OS_VERSION_MIN_REQUIRED >= __IPHONE_2_2
// iPhone 3.0 code here
#else
#endif
</code></pre>
```

Can this be the reason for the non compatible issue. I would appreciate any help.

Thanks in advance,
Sarah

1596726

iPhone application fails to run on iPod because it is

<p>I seem to be having an issue with the conditional compilation tags directly in my site.
master..</p>

<p>basically i have the following but it reports "Cannot resolve symbol DEBUG" in the
compiler although i can run in DEBUG and RELEASE ... but the final output always prints whats
in DEBUG weather i am in RELEASE or DEBUG...</p>

<p>And as mentioned the compiler doesn't complain but it has little red lines under debug
with the error msg.. What am i doing wrong? Can anyone help?</p>

```
<pre><code>&lt;%@ Master Language="C#" Inherits="System.Web.Mvc.ViewMasterPage" %  
&gt;
```

```
&lt;!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w3.  
org/TR/xhtml1/DTD/xhtml1-strict.dtd"&gt;  
&lt;html xmlns="http://www.w3.org/1999/xhtml"&gt;  
&lt;head runat="server"&gt;  
    &lt;title&gt;&lt;asp:ContentPlaceholder ID="TitleContent" runat="server" /&gt;&lt;  
/title&gt;
```

```
    &lt;% #if DEBUG %&gt;  
    &lt;link href="../../../Content/CSS/test.css" rel="stylesheet" type="text/css" /&gt;  
&lt;script src="../../../Content/Scripts/jquery-1.3.2.js" type="text/javascript"&gt;  
    &lt;/script&gt;  
    &lt;% #else %&gt;  
    &lt;link href="../../../Content/CSS/StyleSheetFinal.css" rel="stylesheet" type="text/css" /&gt;  
    &lt;script src="../../../Content/Scripts/JavascriptFinal.js" type="text/javascript"&gt;&lt;  
/script&gt;  
    &lt;% #endif %&gt;  
</code></pre>
```

1655937

asp.net MVC - conditional compilation directly in a:

I have a few lines of assembler arm code in an .s file. Just a few routines i need to call. It works fine when building for the device, however when i switch to iPhone Simulator i get "no such instruction" errors. I tried to compile parts of the .s file conditionally with what i know:

```
#if !TARGET_IPHONE_SIMULATOR
```

But the assembler doesn't recognize these preprocessor directives (of course) and none of the conditional compilation techniques for assembler that i could remember or find worked, so i'm scratching my head now on how to avoid compilation of that assembler code when building for the Simulator. I also don't see a project option in Xcode that would allow me to compile the file or not depending on the target platform.

SOLVED:

All i was missing was the proper #import in the assembler file. I did not think of adding it because Xcode syntax highlighted any preprocessor directive in green (comment) which made me assume that these commands are not recognized when in fact they work just fine.

This works:

```
#import "TargetConditionals.h"
```

```
#if !TARGET_IPHONE_SIMULATOR
```

```
... asm code here ...
```

```
#endif
```

<p>I made a simple change of a property to an auto property and broke the build because the property was referenced in a conditional compilation section. I was building in debug and the reference was in a section of code that's only compiled in release configuration. Is there any way to catch these errors without manually switching the build configuration in Visual Studio and building in each mode?</p>

<p>I have a CI server so the error was caught right away but I hate breaking the build.</p>

Is there any way to catch compile errors in all build

<p>I have following issue: I have an iPhone application which can be compiled using various color styles. So the goal is to have several build configurations with defined style, for instance <code>COLOR_STYLE_BLACK</code>. Style definition files should be placed under some subfolder in source tree, like, for example Classes/styles/black. Then, in App_Prefix.pch I'd like to #import files from respective subfolder, like following:</p>

```
<pre><code>#ifdef `COLOR_STYLE_BLACK`
    #import "styles/black/DefaultStyle.h"
#endif
</code></pre>
```

<p>But the issue is that I cannot make XCode to import files from subfolders. It seems XCode does not allows folder structures in project, or at least I cannot figure out how to do it.</p>

<p>When I add folders as folder references to the project, XCode copies them to the Resources folder, but does not add them to Compile sources build phase and reports errors on missing files.</p>

<p>Thanks for any tip or advice on this.
Matthes</p>

<p>How do I add conditional compilation to my makefile: say if I have a <code>#ifdef SAVE_DATA</code> in a cpp (.cc) file.</p>

xcode conditional compilation

Conditional compilation

<blockquote>
<p>Possible Duplicate:

XAML Conditional Compilation </p>
</blockquote>

<p>I am new to WPF. I just need to write a small piece of code in xaml, for which i need to know the if condition equivalent in WPF. Can anybody here help in that?</p>

1888407

How to write conditional statements in WPF?

<p>I'd like to exclude / include a complete form in my project. But when I add the needed <code>#if CONST</code> and <code>#endif</code> the compiler complains about resources that may get wrong names.</p>

<blockquote>
<p>warning MSB3042: A namespace or class definition was found within a conditional compilation directive in the file "Form1.cs". This may lead to an incorrect choice for the manifest resource name for resource "Form1.resx".</p>
</blockquote>

<p>What does this mean?</p>

<p>And how do I fix it?</p>

1920992

C# exclude complete form / usercontrol by using cc

<p>I have a C++ app that uses wxWidgets. Certain parts of the app differ for 32 and 64 bit hosts. Currently I use sizeof(void *), but is there a better way that uses conditional compilation and is platform neutral?</p>

1966577

How to determine architecture in platform neutral

<p>I am attempting to make it so that we can have our application to behave differently based on the presence of a preprocessor directive. I've read that you can create build configurations to define different preprocessor directives based on which build you do. Well, I am not seeing anything in Visual Studio to do this.. I know how to do it from the command line, but not how to do it within the automated environment of VS 2008.</p>

<p>Can someone tell me how to create a new build configuration which has preprocessor directives set in it? </p>

<p>Also, not sure if it has anything to do with it, but our project is an ASP.Net website</p>

1977433

Conditional Compilation in Visual Studio(C#)

I am having trouble getting Visual Studio to behave as I would expect it. I created 2 configuration profiles. One has the symbol FOO defined and the other has the symbol BAR defined. And I have this code:

```
static class MyClass{
    #if FOO
        public static string const MyData="foo defined";
    #endif
    #if BAR /*yes, I know #elif would work here too.. just trying to be simple*/
        public static string const MyData="bar defined";
    #endif
}
```

and then later in another file I have

```
if(MyClass.MyData=="foo defined").....
```

Well, in my application, I get an error that MyClass.MyData is not defined.

Also, if I have it on the FOO profile and type in something like `#error test` after the `#if FOO` then it will have a build error, but if I remove that it will build just fine and when I go to run it I'll get a compilation error that MyClass does not contain a definition for MyData. Also, this is an ASP.Net Web Application.

Can someone help me figure out how to use conditional compilation? It acts as if Visual Studio compiles it properly with the compilation symbols, but whenever the ASP.Net webserver executes it, it recompiles it without any symbols... But that just doesn't make any sense why it would do that..

Edit:

It doesn't matter if I use the FOO or BAR profile, neither of them seem to define the MyData symbol as they should.

EDIT2:

Ok, this is important for reproducing!!!

Create a new `App_Code` folder in your solution and then add a .cs file there and then add MyClass to it. This will reproduce the bug working in a blank project. I've actually simplified it down to just

A quick C# question, I would like to know that in my project > Properties > Build, there is a check **"Define DEBUG constant"**, so if I check that and then do this,

```
<pre><code>[Conditional(DEBUG)]
public static void Foo() {
    Console.WriteLine("Executed Foo");
}
</code></pre>
```

See it's not **"DEBUG"** its the **DEBUG** constant. So will this be okay? Or do I have to add the **"DEBUG"** in the Conditional Compilation Symbols in the Project settings? Or **#define** it?

2027457

Conditional Attribute

I've been working on a (nearly finished) Javascript project for a little over 14 months now. The project started out as a hack I expected to finish overnight, but over time the Javascript part has grown up to be 68 separate files and 10,314 non-empty lines, sadly currently dependent on the C preprocessor for building.

It's hard to explain how I ended up using cpp for the Javascript: this was only a hack, and I needed something that gave me macro expansion, ifdef, define, and includes without too much effort. After about 3 second's consideration, I realized cpp was "perfect" for the task:

- Provide a LOG() macro that disappears in release mode.

- Provide an ASSERT() macro that disappears in release mode, and generates exceptions tagged with original file and line number.

- Swap LOG() and ASSERT() implementations for code that allows producing a "checked" build, which logs events in a compact form as they occur, that are reported back to the server if a crash occurs.

- Replacing PROJECT_SOME_CONFIG_VAR_NAME with "1", based on a configuration file shared with the Python backend.

Like all true hacks, this hack is now so hard-coded into the project that I truly hate to even think about the work that will be required to replace it. My project is reaching the stage where I want to move the code base to its own dedicated test server (rather than my laptop), however on setting up a Linux instance, I've discovered that GNU cpp versions after 4.1 no longer preprocess the Javascript with crashing out with an error.

Rather than add a specific version of GCC to the list of build requirements, I figured now would be a good time to truly fix this mess. My problem is, though, that I can't find a replacement preprocessor with the same power and features as cpp! I have considered m4, but m4 is a world of pain unto itself. Other Javascript-specific preprocessors I have found lack all the features I am currently depending on, e.g.:

- `__FILE__` & `__LINE__`

- Variadic macros

- Include guards

- Token concatenation

- Conditional compilation

<p>Are the .pro file settings somehow accessible from within the code? </p>

<p>I want to use conditional compilation but I need to know whether
testlib (or whatever)</p>

<p>QT += testlib</p>

<p>is added in the project file.</p>

<p>thanks in advance</p>

2128875

settings from qt project file in code

<p>I want to find the best setup for ASP.Net MVC projects to get the quickest code-
build-run process in Visual Studio. </p>

<p>How can you set up your solution to achieve near zero second build times for
small incremental changes?</p>

<p>If you have a test project, with dependencies on other projects in your solution, a build of
the test project will still process the other projects even if they have not changed.

I'm don't think it is entirely rebuilding these projects but it is certainly processing them.
When doing TDD you want an near zero second build time for your small incremental
changes, not a 20 - 30 second delay. </p>

<p>Currently my approach is to reference the dll of a dependent project instead of
referencing the project itself, but this has the side effect of requiring me to build these
projects independently should I need to make a change there, then build my test project.</p>

<p>One small tip, if you use PostSharp, you can add the Conditional Compilation symbol
SKIPPOSTSHARP to avoid rebuilding the aspects in your projects during unit testing. This
works best if you create a separate build configuration for unit testing.</p>

2153105

How to setup ASP.Net MVC solution for quickest bu

<p>I am trying to create a single executable of a simple Win32 application that has to be able to run on both Windows XP and Windows Vista/2008.</p>

<p>Due to some changes in the way Vista works some extra Win32 API calls have to be made to make the program function correctly as it did on XP.</p>

<p>Currently I detect if the application is running on a Windows version newer than XP and call the extra win32 functions as needed. This works fine when running on Vista and Server 2008 but fails when running on Windows XP.</p>

<p>On Windows XP when the program starts I get the error message: The procedure entry point ShutdownBlockReasonCreate could not be located in the dynamic link library USER32.DLL. This happens before any of my code starts executing and none of the code paths when running on XP should call that function. </p>

<p>I would really like to just have one executable that works on both XP and Vista. If possible I don't want to have to have conditional compilation and have two executables.</p>

<p>What is the best way to solve this issue?</p>

2252767

Managing windows API differences between Wind

<p>One project should be compiled for Windows, Linux and an embedded target. The application has behavior differences when running on host or embedded targets. To summarize my requirements, here is the table:</p>

```
<pre><code> Target      Compiler  Behavior
Windows      MSVC, gcc  A
Host Linux    gcc        A
Embedded Linux cross pltf gcc  B
</code></pre>
```

<p>I wish to create a Makefile that would recognize the compiler and environmental differences automatically (without need to pass parameters/defines manually). Is it possible to resolve such problem by just using conditional compilation at C source file level?
I don't use automake so far.</p>

2253747

Windows and *nix compilation detection

I am toying with the idea of unit testing a tier within my application using the [Mock Object](http://en.wikipedia.org/wiki/Mock_object) Pattern. The problem i'm facing is how to switch from my mock objects to the real objects when not unit testing.

My initial reaction was to reference two libraries (one containing the real objects and one with the mocks) and use [conditional compilation symbols](http://msdn.microsoft.com/en-us/library/aa691095(VS.71).aspx) to switch between the two namespaces. This however clearly requires that the project be rebuilt without the `UNITTEST` symbol (after passing unit-testing) in order for the real objects to be re-referenced.

Are there any patterns which achieve this goal?

FYI, my environment is c# 2 if that provides any benefit.

2265566

Pattern for switching a project from using mock ob

<p>I am attempting to parse a XML file using Javascript and I'm running into issues on IE7.
</p>

<p>If I have this code:</p>

```
<pre><code>function LoadXml()
{
    var xmlPath = document.getElementById("hsTreeviewXmlPath").value;

    var xmlhttp=false;
    /*@cc_on @*/
    /*@if (@_jscript_version >= 5)
    // JScript gives us Conditional compilation, we can cope with old IE versions.
    // and security blocked creation of the objects.
    try {
        xmlhttp = new ActiveXObject("Msxml2.XMLHTTP");
        alert("here1");
    } catch (e) {
        try {
            xmlhttp = new ActiveXObject("Microsoft.XMLHTTP");
            alert("here2");
        } catch (E) {
            xmlhttp = false;
        }
    }
    @end @*/
    if (!xmlhttp && typeof XMLHttpRequest!='undefined') {
        try {
            xmlhttp = new XMLHttpRequest();
            alert("here3");
        } catch (e) {
            xmlhttp=false;
        }
    }
    if (!xmlhttp && window.createRequest) {
        try {
            xmlhttp = window.createRequest();
            alert("here4");
        } catch (e) {
            xmlhttp=false;
        }
    }
}</pre>
```

<p>I would like to do conditional compilation in a program of mine. I know that if you declare a public static final boolean the compiler will ignore the branch that is not traversed. Is it possible to have an ant target change a variable before building the program?</p>

<p>For example if I have:</p>

<p><code>
 final public static boolean windows = false;
</code></p>

<p>I would like two ant targets: Windows and Mac.
I would like the command

<code>

ant windows

</code>

to change the boolean to true, while

<code>

ant mac

</code>

leaves the variable as is.</p>

<p>Thanks.</p>

2338841

Is it possible to modify source code with ant?

<p>I am not able to understand the following statement from the file limits.h. What is the use of this statement and what does it accomplishes?</p>

<pre><code>/* If we are not using GNU CC we have to define all the symbols ourself.

Otherwise use gcc's definitions (see below). */

#if !defined __GNUC__ || __GNUC__ < 2

</code></pre>

2355300

conditional compilation statement in limits.h

<p>I'd like to do something like this</p>

```
<pre><code>&lt;# if ANYPREPROCESSORCONSTANT #&gt;
&lt;!--
&lt;# endif #&gt;
</code></pre>
```

<p>Is it possible (I want to put an asp.net COMMENT conditionally, I don't want to call a method conditionally) ?</p>

<p>Update: seems impossible finally nobody could give any right answer :)</p>

2406117

Is it possible to have a Conditional Compilation for

I need the the .ASPX file to behave differently based on a conditional compilation symbol.

Let's say as an easy example:

```
<code>&lt;%@ Control Language="C#" AutoEventWireup="true" (...) %&gt;
&lt;% #ifdef DEBUG %&gt;
    &lt;asp:SomeDebugControlHere runat="server"/&gt;
    .. well .. a LOT of code here
&lt;% #else %&gt;
    &lt;asp:SomeReleaseControlHere runat="server"/&gt;
    .. and a LOT of other code here
&lt;% #endif %&gt;
</code></pre>
```

Later Edit: a few more clarifications. The problem is that the class `SomeDebugControlHere` is not even defined in the release build (it's way more complicated in real-life, but bear with this example). So in the `page.aspx.designer.cs` I need to get this in the debug build:

```
<code>/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// &lt;/remarks>
protected global::System.Web.UI.SomeDebugControlHere myControl
</code></pre>
```

and this in the release build: (and never both)

```
<code>/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// &lt;/remarks>
protected global::System.Web.UI.SomeReleaseControlHere myControl
</code></pre>
```

Obviously I need the mark-up in the ASPX file to be different, but I need the `designer.cs` file to be modified as well to incorporate the new objects/classes.

I'm just hoping somebody knows of a clever way of doing this either by some control inheritance, anything that would allow me to specify different control classes depending on compilation build settings.

<p>I am trying to do something like this in an aspx page:</p>

```
<pre><code>&lt;head runat="server"&gt;
    &lt;% #if DEBUG %&gt;
        &lt;script src="jquery-1.3.2.js" type="text/javascript"&gt;&lt;/script&gt;
    &lt;% #else %&gt;
        &lt;script src="jquery-1.3.2.min.js" type="text/javascript"&gt;&lt;/script&gt;
    &lt;% #endif %&gt;
&lt;/head&gt;
</code></pre>
```

<p>I get an error "Preprocessor directives must appear as the first non-whitespace character on a line". How can I do this?</p>

2410301

using #if DEBUG conditional compilation statement

Currently reading "The Art of Unit Testing" by Roy Osherove. I'm about half way through it and so far it's an awesome book. I'm going to ask everyone to leave [IOC](http://en.wikipedia.org/wiki/Inversion_of_control) containers out of this discussion. He only briefly mentions them (actually states IOC are out of the scope of the book which I don't understand and is one of the few places where I can criticize the book). Anyway, with IOC aside the various techniques are:

- Constructor Injection
- Property Injection
- Software Factories and Statics
- Software Factories and Virtual Methods
- Method Injection
- List item

OK, I will describe what I don't like about each method above.

- Constructor Injection** - Makes initializing the object confusing and more difficult, especially if you must pass lots of dependencies.
- Property Injection** - Roy seems to like this technique but it's my least favorite. If you have a bunch of dependencies then the user must remember to initialize each and every dependency that is required for the class. I would say this is error prone and messy. Makes the class very hard to initialize for someone not familiar with it.
- Software Factories and Statics** - While I don't think is to bad of a technique i don't like relying on state. I like dealing with totally stateless object but so far i think its the best technique.
- Software Factories and Virtual Methods** - Similar to the above techniques but allows you to inherit from the class and only override the function that sets your dependency and change it to your stubs. My thoughts are similar to 3 - it just makes it a little too confusing for the person trying to figure out why a unit test failed.
- Method Injection** - All I can say is ewwwwww... passing in each and every dependency for every method you call. Enough said.

I thought of another way which I prefer over every method listed above. I generally don't encourage conditional compilation but I think in a few places where you use it lightly it can make sense. What I propose is to standardize on a name for a method that sets your dependencies for your testing. For example:

```
<code>.InitalizeDepForTesting(IFileSystem file, IDatabase data, IEventLog event, ...)</code>
```

<p>I'm trying to automate a VB6 build where different apps are built from the same source by:</p>

Changing "Conditional Compilation Arguments".

"Make Project" to a different executable name.

<p>I can do part of this on the command line:

<code>VB6.EXE /m Project.VBP /d BUILD_OTHER_APP=1</code>

but the executable still has the name "Project.exe". If I rename the .EXE it stops working (doesn't seem to run). VB6 doesn't seem to have a command line option to set the executable name and I can't get round this problem with renaming.</p>

<p>I'm using VB6 on Win7 32-bit.</p>

2452220

How can I rename a VB6 executable?

<p>In "

<blockquote>

<p>Don't use AUTOLOAD</p>

</blockquote>

<p>However all the cases he describes are dealing with OO or Modules.</p>

<p>I have a stand alone script in which some command line switches control which versions of particular functions get defined. Now I know I could just take the conditionals and the evals and stick them naked at the top of my file before everything else, but I find it convenient and cleaner to put them in AUTOLOAD at the end of the file.</p>

<p>Is this bad practice / style? If you think so why, and is there a another way to do it?</p>

<p>As per brian's request</p>

<p>I'm basically using this to do conditional compilation based on command line switches.</p>

<p>I don't mind some constructive criticism.</p>

```
<pre><code>sub AUTOLOAD {
    our $AUTOLOAD;

    (my $method = $AUTOLOAD) =~ s/.*:://s; # remove package name
    if ($method eq 'tcpdump' && $tcpdump) {
        eval q(
            sub tcpdump {
                my $msg = shift;
                warn gf_time()." Thread ".threads->tid().": $msg\n";
            }
        );
    } elsif ($method eq 'loginfo' && $debug) {
        eval q(
            sub loginfo {
                my $msg = shift;
                $msg =~ s/$CRLF/\n/g;
                print gf_time()." Thread ".threads->tid().": $msg\n";
            }
        );
    }
}
```

<p>I've got an SQL-script executed by SQL*Plus, that needs to run with Oracle 10g and Oracle 11g.</p>

<p>That script gives grants on a package that does not exist before 11g:</p>

```
<pre><code>GRANT EXECUTE ON sys.dbms_result_cache TO my_user;
</code></pre>
```

<p>I would like to avoid the exception on 10g, since I want to react to other exceptions in the script.</p>

<hr>

<p>One way is to use Conditional Compilation and <code>dbms_db_version</code>:</p>

```
<pre><code>BEGIN
  $IF dbms_db_version.ver_le_10 $THEN NULL; $ELSE
    EXECUTE IMMEDIATE 'GRANT EXECUTE ON sys.dbms_result_cache TO my_user';
  $END
END;
/
</code></pre>
```

<p>Is there any other way, preferable without using PL/SQL?</p>

2500731

Condition in SQL script

<p>I have the following code snippet:</p>

```
<pre><code>#ifdef DO_LOG
#define log(p) record(p)
#else
#define log(p)
#endif

void record(char *data){
.....
.....
}
</code></pre>
```

<p>Now if I call <code>log("hello world")</code> in my code and <code>DO_LOG</code> isn't defined, will the line be compiled, in other words will it eat up the memory for the string "hello world"? </p>

<p>P.S. There are a lot of record calls in the program and it is memory sensitive, so is there any other way to conditionally compile so that it only depends on the <code>#define DO_LOG</code>? </p>

2506632

C++ conditional compilation

<p>I'm looking for a macro that specified the exact version of the iPhone SDK used for compilation. This is needed because when compiling with (and only with) SDK 3.0, I need to add some additional code.</p>

<p><code>__IPHONE_OS_VERSION_MIN_REQUIRED</code> is not the right choice here, since it can be set by the user with parameter <code>-mmacosx-version-min</code>. For example, a user can compile with min version <code>-mmacosx-version-min=3.0</code> in SDK 3.1, so a check for <code>__IPHONE_OS_VERSION_MIN_REQUIRED == 30000</code> would be true, even if the user is compiling with SDK 3.1.</p>

<p>Any help is appreciated.</p>

<p>Regards,
Jochen</p>

2518339

How to find out exact version of iPhone SDK for coi

<p>I have a number of editions of the project for which I am making a Visual Studio setup project (installer).</p>

<p>For each edition there is a separate license agreement that should be shown in the default License Agreement window.</p>

<p>What I want to do is to point the <code>LicenseFile</code> of the License Agreement window to a file somewhere on the client FS.</p>

<p>But the license file itself should be conditionally included into the setup package based on either conditional compilation symbol (EDITION_FREE, EDITION_GOLD etc) or just a name of the Configuration.</p>

<p>Not sure how I would do that and what conditions are available for the <code>Condition</code> property for files?</p>

<p>Thanks,
Dmitriy.</p>

2519978

Conditionally include file based on project configur

<p>Is it possible to use CPP extension on Haskell code which contains multiline string literals?
Are there other conditional compilation techniques for Haskell?</p>

<p>For example, let's take this code:</p>

```
<pre><code>-- If the next line is uncommented, the program does not compile.
-- {-# LANGUAGE CPP #-}
```

```
msg = "Hello\
      \ Wor\
      \ld!"
```

```
main = putStrLn msg
</code></pre>
```

<p>If I uncomment <code>{-# LANGUAGE CPP #-}</code>, then GHC refutes this code with a lexical error:</p>

```
<pre><code>[1 of 1] Compiling Main          ( cpp-multiline.hs, cpp-multiline.o )
```

```
cpp-multiline.hs:4:17:
  lexical error in string/character literal at character 'o'
</code></pre>
```

<p>Using GHC 6.12.1, cpphs is available.</p>

<p>I confirm that using cpphs.compat wrapper and <code>-pgmP cpphs.compat</code> option helps, but I'd like to have a solution which does not depend on custom shell scripts. <code>-pgmP cpphs</code> does not work.</p>

<p>P.S. I need to use different code for GHC < 6.12 and GHC >= 6.12, is it possible without preprocessor?</p>

<p>UPD. In addition to the accepted answer of Ganesh, I also found that another workaround is to put all conditional declarations in a separate module with <code>{-# LANGUAGE CPP #-}</code> and thus avoid CPP in the modules with multiline strings.</p>

<p>I've wasted at least a half day of my company's time searching the Internet for an answer and I'm getting wrapped around the axle here. I can't figure out the difference between all the different technology choices (long polling, ajax streaming, comet, XMPP, etc.) and I can't get a simple hello world example working on my PC.</p>

<p>I am running Apache 2.2 and ActivePerl 5.10.0. JavaScript is completely acceptable for this solution. All I want to do is write a simple Perl CGI script that when accessed, it immediately returns some HTML that tells the user to wait or maybe sends an animated GIF. Then without any user intervention (no mouse clicks or anything) I want the CGI script to at some time later replace the wait message or the animated GIF with the actual results from their query.</p>

<p>I know this is simple stuff and websites do it all the time using JavaScript, but I can't find a single working example that I can cut and paste onto my machine that will work in Perl. </p>

<p>Here is my simple Hello World example that I've compiled from various Internet sources, but it doesn't seem to work. When I refresh this Perl CGI script in my web browser it prints nothing for 5 seconds, then it prints the PLEASE BE PATIENT web page, but not the results web page. So the Ajax XMLHttpRequest stuff obviously isn't working right. What am I doing wrong?</p>

```
<pre><code>#!C:\Perl\bin\perl.exe
```

```
use CGI;
```

```
use CGI::Carp qw/fatalsToBrowser warningsToBrowser/;
```

```
sub Create_HTML {
```

```
    my $html = &lt;&lt;&lt;EOHTML;
```

```
    &lt;html&gt;
```

```
    &lt;head&gt;
```

```
        &lt;meta http-equiv="pragma" content="no-cache" /&gt;
```

```
        &lt;meta http-equiv="expires" content="-1" /&gt;
```

```
        &lt;script type="text/javascript" &gt;
```

```
var xmlhttp=false;
```

```
/*@cc_on @*/
```

```
/*@if (@_jscript_version &gt;= 5)
```

```
// JScript gives us Conditional compilation, we can cope with old IE versions.
```

```
// and security blocked creation of the objects.
```

```
try {
```

```
    xmlhttp = new ActiveXObject("Msxml2.XMLHTTP");
```

<p>I want this for some conditional compilation code that will run in all IE's less than IE9.</p>

2632383

What is the JScript version that's in IE9?

<p>I'm trying to testing a concrete object with this sort of structure.</p>

```
<pre><code>class Database {
public:
    Database(Server server) : server_(server) {}
    int Query(const char* expression) {
        server_.Connect();
        return server_.ExecuteQuery();
    }

private:
    Server server_;
};
</code></pre>
```

<p>i.e. it has no virtual functions, let alone a well-defined interface. </p>

<p>I want to a fake database which calls mock services for testing. Even worse, I want the same code to be either built against the real version or the fake so that the same testing code can both:</p>

```
<ul>
<li>Test the real Database implementation - for integration tests</li>
<li>Test the fake implementation, which calls mock services</li>
</ul>
```

<p>To solve this, I'm using a templated fake, like this:</p>

```
<pre><code>#ifndef INTEGRATION_TESTS
class FakeDatabase {
public:
    FakeDatabase() : realDb_(mockServer_) {}
    int Query(const char* expression) {
        MOCK_EXPECT_CALL(mockServer_, Query, 3);
        return realDb_.Query();
    }
private:
    // in non-INTEGRATION_TESTS builds, Server is a mock Server with
    // extra testing methods that allows mocking
    Server mockServer_;
    Database realDb_;
},
</code></pre>
```

<p>Is it possible in C# to set such a condition that if the condition is true - compile one file;If condition is false - compile another file?</p>

<p>Sort of like</p>

```
<pre><code>#ifdef DEBUG
#include Class1.cs
#else
#include Class2.cs
#endif
</code></pre>
```

<p>Or possibly set it up in project properties.</p>

2695364

#include in C# (conditional compilation)

<p>In AS3 you can pass a constant to the compiler</p>

```
<pre><code>-define+=CONFIG::DEBUG,true
</code></pre>
```

<p>And use it for conditional compilation like so:</p>

```
<pre><code>CONFIG::DEBUG {
    trace("This only gets compiled when debug is true.");
}
</code></pre>
```

<p>I'm looking for something like #ifndef so I can negate the value of debug and use it to conditionally add release code. The only solution I've found so far was in the conditional compilation documentation at adobe and since my debug and release configurations are mutually exclusive I don't like the idea of having both DEBUG and RELEASE constants.</p>

<p>Also, this format works, but I'm assuming that it's running the check at runtime which is not what I want:</p>

```
<pre><code>if (CONFIG::DEBUG) {
    //debug stuff
}
else {
    //release stuff
}
</code></pre>
```

<p>I also considered doing something like this but it's still not the elegant solution I was hoping for:</p>

```
<pre><code>-define+=CONFIG::DEBUG,true -define+=CONFIG::RELEASE,!CONFIG::DEBUG
</code></pre>
```

<p>Thanks in advance :)</p>

<p>I'm trying to develop an external library (not sure if that's the right term) to provide prepackaged functionality in Android projects. Working in Eclipse, I've added the appropriate android.jar file to the build path, and everything is happy both while editing and upon compilation.</p>

<p>However, when I use Android's Handler and Message classes (android.os.Handler, android.os.Message) for inter-thread communication, I get exceptions unless I'm running within an Android app, on the emulator or a device. I can no longer test my library in a "standalone" way without having to go through a running Android target.</p>

<p>Is there any way for me to include these two Android classes and still be able to test my library standalone? Do I need to have the Android source available? Or would it require some sort of conditional compilation hand-waving?</p>

2755470

Can I use android.os.* libraries in a standalone proj

<p>Is there any way to remove the elliptic curves extension - elliptic_curves and ec_point_formats?</p>

<p>(Via function like SSL_CTX_set_options with SSL_OP_NO_TICKET for the SessionTicket extension, or by conditional compilation, or something else that works...)</p>

<p>Thank you in advance!</p>

2770890

OpenSSL 1.0: Remove Elliptic Curves Extension

I have an internal API that I would like others to reference in their projects as a compiled DLL. When it's a standalone project that's referenced, I use conditional compilation (#if statements) to switch behavior of a key web service class depending on compilation symbols. The problem is, once an assembly is generated, it appears that it's locked into whatever the compilation symbols were when it was originally compiled - for instance, if this assembly is compiled with DEBUG and is referenced by another project, even if the other project is built as RELEASE, the assembly still acts as if it was in DEBUG as it doesn't need recompilation. That makes sense, just giving some background.

Now I'm trying to work around that so I can switch the assembly's behavior by some other means, such as scanning the app/web config file for a switch. The problem is, some of the assembly's code I was switching between are attributes on methods, for example:

```
<code>#if PRODUCTION
    [SoapDocumentMethodAttribute("https://prodServer/Service_Test",
RequestNamespace = "https://prodServer", ResponseNamespace = "https://prodServer")]
#else
    [SoapDocumentMethodAttribute("https://devServer/Service_Test", RequestNamespace
= "https://devServer", ResponseNamespace = "https://devServer")]
#endif
    public string Service_Test()
    {
        // test service
    }
</code>
```

Though there might be some syntactical sugar that allows me to flip between two attributes of the same type in another fashion, I don't know it. Any ideas?

The alternative method would be to reference the entire project instead of the assembly, but I'd rather stick with just referencing the compiled DLL if I can. I'm also completely open to a whole new approach to solve the problem if that's what it takes.

<p>I have a bunch of unit tests that need to be conditional compiled based on Windows OS version.

This unit tests are testing TxF that is only available in Windows Vista and above.</p>

```
<pre><code>#if WIN_OS_VERSION &gt;= 6.0
// Run unit tests
#endif
</code></pre>
```

2830957

Is there an easy way in C# to have conditional comp

<p>This is quite probably a very silly question but I need to be sure. I've been given a class declaration in a header file eg.</p>

```
<pre><code>#ifndef file_H
#define file_H

class ex{
private:

public:
};

#endif
</code></pre>
```

<p>and I've been required to write the method definitions in the same file, which I have done, my question is does the "#endif" stay where it is just after the class declaration or does it go at the end of my file after the class method definitions?.</p>

2842560

Quick question regarding Conditional Compilation (

<p>Can you tell Visual Studio to output a different name of an exe file depending on if a specific conditional compilation symbol is set?</p>

2855629

Change name of exe depending on conditional corr

I would like to change a line of my javascript code based on whether the browser is IE7 or not. Here is the code for any other browser:

```
<pre><code>function showHint(myId)
{
    document.getElementById(myId).style.display = "inline-block";
}
</code></pre>
```

For IE7, I want display = "inline".

I've made an attempt at conditional compilation (<http://gmatter.wordpress.com/2006/11/21/another-way-to-detect-ie7-in-javascript/>) showed me how to detect the browser), but it didn't work:

```
<pre><code>function showHint(myId)
{
    document.getElementById(myId).style.display = "inline-block";
    /*@cc_on
        @if(navigator.appVersion.indexOf("MSIE 7.")!=-1)
        {
            document.getElementById(myId).style.display = "inline";
        }
    @*/
}
</code></pre>
```

Any help is greatly appreciated!

EDIT: I'm not using JQuery.

<p>There are a few minor places where code for my project may be able to be drastically improved if the target framework were a newer version. I'd like to be able to better leverage conditional compilation in C# to switch these as needed.</p>

<p>Something like:</p>

```
<pre><code>#if NET40
using FooXX = Foo40;
#elif NET35
using FooXX = Foo35;
#else NET20
using FooXX = Foo20;
#endif
</code></pre>
```

<p>Do any of these symbols come for free? Do I need to inject these symbols as part of the project configuration? Seems easy enough to do since I'll know which framework is being targeted from MSBuild.</p>

```
<pre><code>/p:DefineConstants="NET40"
</code></pre>
```

<p>Update: My question is how are people handling this situation? Are you creating different configurations? Are you passing in the constants via the command line?</p>

2923210

Conditional Compilation and Framework Targets

<p>I'm making a simple compiler for a simple pet language I'm creating and coming from a C background(though I'm writing it in Ruby) I wondered if a preprocessor is necessary.</p>

<p>What do you think? Is a "dumb" preprocessor still necessary in modern languages? Would C#'s conditional compilation capabilities be considered a "preprocessor"? Does every modern language that doesn't include a preprocessor have the utilities necessary to properly replace it? (for instance, the C++ preprocessor is now mostly obsolete(though still depended upon) because of templates.)</p>

2940437

Are preprocessors obsolete in modern languages?

I have an application built with the MinGW C++ compiler that works something like grep - acommand looks something like this:

```
myapp -e '.*' *.txt
```

where the thing that comes after the -e switch is a regex, and the thing after that is file name pattern. It seems that MinGW automatically expands (globs in UNIX terms) the command line so my regex gets mangled. I can turn this behaviour off, I discovered, by setting the global variable `_CRT_glob` to zero. This will be fine for bash and other sensible shell users, as the shell will expand the file pattern. For MS `cmd.exe` users however, it looks like I will have to expand the file pattern myself.

So my question - does anyone know of a globbing library (or facility in MinGW) to do **partial** command line expansion? I'm aware of the `_setargv` feature of the Windows CRT, but that expands the full command line. Please note I've seen [this question](http://stackoverflow.com/questions/1269480/globbing-in-c-c-on-windows), but it really does not address partial expansion.

I've ended up using conditional compilation to write my own globbing code for the Windows version of my app. This was pretty easy as I have my own `CommandLine` class which encapsulates `argc` and `argv` from `main()`. Still, I'd be interested to hear of other solutions.

2950978

Globbering with MinGW on Windows

I've got a conditional compilation symbol I'm using called "RELEASE", that I indicated in my project's properties in Visual Studio. I want some particular CSS to be applied to elements when the RELEASE symbol is defined, and I was trying to do that from the view, but it doesn't seem to be working.

My view code looks like this (shortened a bit for demo purposes):

```
<code>&lt;% #if (RELEASE) %&gt;
    &lt;div class="releaseBanner"&gt;Banner text here&lt;/div&gt;
&lt;% #else %&gt;
    &lt;div class="debugBanner"&gt;Banner text here&lt;/div&gt;
&lt;% #endif %&gt;
</code></pre>
```

With this code, and with the RELEASE symbol set, the 'else' code is running and I'm getting a div with the debugBanner class. So it doesn't seem to think that RELEASE is defined. It's worth noting that my actual C# code in .cs files is recognizing RELEASE and runs the correct code. It's only the view that is giving me the problem.

Does anyone have any insight into this? Any help would be appreciated. Thanks.

Clarification: I should have mentioned that this view is already a partial view, and I'll simply render it in pages where I need it. That's because these banners will be on certain pages and not others. So even when rendering it as a partial view via:

```
<code>Html.RenderPartial("BannerView");</code></pre>
```

it's not working.

<p>I get a javascript error:</p>

<p>Conditional compilation is turned off</p>

<p>I found this link to fix : http://msdn.microsoft.com/en-us/library/5y5529x3(VS.90).aspx

But after adding this field </p>

<p>@cc_on @</p>

<p>I get new, another javascript error:</p>

<p>Expected '</p>

<p>How to fix it? Thanks</p>

2955842

Conditional compilation is turned off

<p>Are there any tools that can generate dependency diagrams for Delphi units taking into account conditional compilation directives. I'd like to emphasize that this should be unit dependency diagram, not class dependency. Also it would be nice to have the ability to rearrange and hide some parts in the generated diagram.</p>

<p>I've tried Understand and it doesn't seem to do what I want.</p>

3076048

Tools to generate unit dependencies for Delphi

<p>is there a way to tell GWT to compile different Java code per target browser?</p>

<p>GWT today creates a different script per target browser, all generated from the same source file. However, when working with non-standard features in different browsers (for example, file drag and drop into the browser), the support is quite different between different browsers, requiring to write different code.</p>

<p>Is there something like</p>

```
<pre><code>// if IE
.. some Java code to compile into the IE script
// else if chrome
.. some Java code to compile into the chrome script
</code></pre>
```

<p>etc.</p>

3084443

GWT - Browser based Conditional Compilation

<p>Visual Studio 2010 Premium, Native WIN32 MFC Project (no .net project in solution).</p>

<p>We have a complex solution with 35 projects. We have many clients for that product and what we normally do was to create a separate configuration for each client. Configuration did not have any major changes except few #define and changes to output directory. It was working fine but now with each change in product requires change in multiple configuration and is also error prone. We want to clean up multiple configurations with just one generic configuration depending on certain parameters and passing those parameters through a batch file for building builds.</p>

<p>to build for a client 'A'
conditional compilation #define _BUILD_PROJECT_FOR "A"
its output folder is in "c:\builds\client\a"
out of 35 projects in solution we need only 32 projects for that client</p>

<p>What command and parameters to pass so that I can build a solution at command line by just passing #ifdef, what projects to build and their output directory.</p>

<p>I am trying with msbuild but unable to pass to compiler the preprocessor arguments.</p>

3101610

Building a solution with multiple projects and multi

<p>I'm using eclipse to work on some c code and it is not indexing code inside conditional compilation blocks like this:</p>

```
<pre><code>#ifdef USE_FEATURE_A
int feature_a(...) {
    some = code(here);
}
#endif
</code></pre>
```

<p>How can I get eclipse to index the feature_a function?</p>

3121920

How can I get Eclipse to index code inside #ifdef

<p>I'm compiling some c++ code in MinGW GCC 4.4.0, and getting warnings with the following form...</p>

```
<pre><code>warning: invalid access to non-static data member '&lt;membername&gt;' of
NULL object
warning: (perhaps the 'offsetof' macro was used incorrectly)
</code></pre>
```

<p>This problem seems familiar - something I've tried to resolve before and failed, I think, but a while ago. The code builds fine in Visual C++, but I haven't built this particular code recently in any other compiler.</p>

<p>The problem code is the following template...</p>

```
<pre><code>template&lt;typename T&gt;
class c_Align_Of
{
private:
    struct c_Test
    {
        char m_Char;
        T    m_Test;
    };
public:
    enum { e_Align = offsetof (c_Test, m_Test) };
};
</code></pre>
```

<p>Obviously I can probably use some conditional compilation to use compiler-specific functions for this, and I believe C++0x will (at long last) make it redundant. But in any case, I cannot see anything wrong with this use of <code>offsetof</code>.</p>

<p>Very pedantically, it's possible that because the <code>T</code> parameter types are sometimes non-POD, so GCC classes <code>c_Test</code> as non-POD and complains (and complains and complains - I'm getting nearly 800 lines of these warnings).</p>

<p>This is naughty by the strict wording of the standard, since non-POD types can break <code>offsetof</code>. However, this kind of non-POD shouldn't be a problem in practice - <code>c_Test</code> will not have a virtual table, and no run-time trickery is needed to find the offset of <code>m_Test</code>.</p>

<p>I want to generalize a template I have and one of the items is setting a few variables before generating a PDF to send to someone.</p>

<p>In my Makefile I have set:</p>

```
<pre><code>${OBJ}/main.pdf: main.tex ${DEPS}
  pdflatex -output-directory=${OBJ} "\def\recipient{${RECIPIANT}} \def\revision{${REVISION}}
  \include{main}"
</code></pre>
```

<p>Though I would like to not worry about those variables for reviews.. I figured I could do something like \ifdef but it isn't working out... any ideas how I can generalize this template conditionally? </p>

```
<pre><code>\ifdef\recipient
    \fancyfoot[CE,CO]{prepared for \recipient \ (revision \revision) }
\else
    \fancyfoot[CE,CO]{REVIEW}
\fi
</code></pre>
```

3189189

Conditional compilation in a LaTeX document

<p>I'm looking at producing a few versions of my app with restricted functionality, and I'd like to leave out the code that is not necessary in simpler versions. Being a WinForms app, the UI will have to change for each version - not displaying the restricted controls. </p>

<p>I made an attempt to annotate parts of the auto generated controls & layout code with conditional compilation statements, but I discovered VS throws out all my code as soon as I touch anything via the WinForms designer.</p>

<p>I would like to be able to conditionally compile some event handlers & UI controls. I could write the conditional UI code outside the designer file, but then I wouldn't be able to use the VS designer to edit my app.. Are there any suggestions to remedying this situation - i. e. conditionally compile UI controls & still have them display in the designer?</p>

<p>Thanks!</p>

3191402

Conditionally compiling UI components & logic

<p>I'm trying to pass a build number from Hudson into a Flex application.</p>

<p>I've found Adobe's document (http://livedocs.adobe.com/flex/3/html/help.html?content=compilers_21.html) on conditional compilation which seems it should solve it but I must be missing something.</p>

<p>So in my ant build file I have:-</p>

```
<pre><code>&lt;mxmxc
    file="{app.dir}/{application.name}.mxmxc"
    output="{dist.dir}/{application.name}.swf"
    context-root="{application.name}"
    debug="true"
    locale="{locales}"
    allow-source-path-overlap="true"&gt;
    &lt;load-config filename="{FLEX_HOME}/frameworks/flex-config.xml"/&gt;
    &lt;compiler.library-path dir="{lib.dir}" append="true"&gt;
        &lt;include name="*.swc" /&gt;
    &lt;/compiler.library-path&gt;
    &lt;define name="BUILD::BuildNumber" value="'20100707.800'"/&gt;
    &lt;source-path path-element="{src.dir}"/&gt;
    &lt;source-path path-element="{cfg.dir}"/&gt;
    &lt;source-path path-element="{locale.dir}" /&gt;
&lt;/mxmxc&gt;
</code></pre>
```

<p>Then i'm trying to retrieve with </p>

```
<pre><code>public static const buildNumber:String = BUILD::BuildNumber;
</code></pre>
```

<p>However the compiler is rejecting with: </p>

```
<blockquote>
    <p>SomeModel.as(31): col: 47 Error: Access of undefined property BUILD.<br>
    [mxmxc]      private static const _buildNumber:String =  BUILD::BuildNumber; </p>
</blockquote>
```

<p>Any suggestions?</p>

<p>What are common practices for designing a build system/project structure that allows targeting multiple .NET versions with different feature sets?</p>

<p>Specifically:</p>

Should you branch in source control?

Should you use conditional compilation?

Should you derive interfaces, thereby versioning them?

Should you create seperate "versionX" projects and link common project files?

3212101

Build System for Targeting Multiple .NET Versions

<p>I'm trying to port a piece of code, written in Java (see below), from Linux to Windows and struck at a point.</p>

```
<pre><code>        String sh = "/bin/sh";
        String cop = "-c";
        String cmd = "netstat -a | grep 9000 | wc -l";
        String[] exe = new String[] {sh, cop, cmd};
        Process FindConns = Runtime.getRuntime().exec(exe);
</code></pre>
```

<p>This actually builds up a command and passes it to shell for execution and collects the result.

Now in Windows, the equivalent command would be </p>

```
<pre><code>netstat -a | find /c "9000"
</code></pre>
```

<p>However, I'm not sure about the following:-</p>

<p>For Windows port, what command string should be passed to 'Runtime.getRuntime().exec()'. I tried with </p>

```
<p>String cmd = "netstat -a | find /c 9000";<br>
//and String cmd = "netstat -a | find /c \"9000\"";
Process FindConns = Runtime.getRuntime().exec(cmd);</p></li>
</ul>
```

<p>But it fails. It seems, on debugging, that Windows messes up at | (pipe) character. Since the following works alright.</p>

```
<pre><code>String cmd = "netstat -a";
Process FindConns = Runtime.getRuntime().exec(cmd);
</code></pre>
```


Secondly, (being new to java programming) what is the best way to do conditional compilation like #ifdef WIN32 etc in Java.

<p>Thanks.</p>

I want to use the .NET 4.0 interface `IObserver` for a library that needs to support previous versions of the framework as well. I already have conditional compilation which lets me build for each of the framework versions.

I don't want to use the Rx Extensions' version of `IObserver<T>` as that would add an unnecessary dependency to an otherwise stand-alone assembly.

What I'm considering is adding this block of code to my library and my question to all of you is this:

1) **I know this is a bad idea, but I'm trying to figure out exactly, "Why?"**

```
class="lang-cs prettyprint-override"><code>#if !NET40
namespace System
{
    public interface IObserver<T>
    {
        void OnCompleted();
        void OnError(Exception error);
        void OnNext(T value);
    }
}
#endif
</code></pre>
```

I want to use the standard interface so that .NET 4.0 users can integrate in cool ways that I haven't even thought of yet. So I don't want to just duplicate the concept and loose the integration with other up and coming `IObservable<T>` usages.

The dangers that I see are if the .NET 3.5 build of my library is used in .NET 4.0 there could be type collisions. Ideally though, someone using v4.0 would use the 4.0 build of the library.

Are there any other things that I should be aware of with this approach?

2) **Alternatively**, I've considered doing this in my code instead (which is the direction I'm leaning) and would like to know people's thoughts on why this is a bad idea:

<p>I'm writing an application wherein I have some debug code that I do not wish to delete, but I wish it to be modified or removed when compiling for release/publish. For example, I would like something like this in a debug build:</p>

```
<pre><code>MessageBox.Show(ex.ToString(), "Error", MessageBoxButtons.OK,
MessageBoxIcon.Error);
</code></pre>
```

<p>...to become this in a release build:</p>

```
<pre><code>MessageBox.Show(ex.Message, "Error", MessageBoxButtons.OK,
MessageBoxIcon.Error);
</code></pre>
```

<p>Ideally, I was hoping to do something like this:</p>

```
<pre><code>#if DEBUG_BUILD
    MessageBox.Show(ex.ToString(), "Error", MessageBoxButtons.OK, MessageBoxIcon.Error);
#else
    MessageBox.Show(ex.Message, "Error", MessageBoxButtons.OK, MessageBoxIcon.Error);
#endif
</code></pre>
```

<p>I would prefer to not have to add/remove a Conditional Compilation Symbol in the project properties every time I change the build type; it should happen automatically. Is there a way to do this in Microsoft Visual C# 2008 Express Edition? Thanks.</p>

<p>I'm still new to the Ada programming world so forgive me if this question is obvious. </p>

<p>I am looking at developing an application (in Ada, using the features in the 2005 revision) that reads from the serial port and basically performs manipulation of the strings and numbers it receives from an external device.</p>

<p>Now my intention was to likely use Florist and the POSIX terminal interfaces to do all the serial work on Linux first....I'll get to Windows/MacOS/etc... some other time but I want to leave that option open.</p>

<p>I would like to follow Ada best practices in whatever I do with this. So instead of a hack like conditional compilation under C (which I know Ada does not have anyway) I would like to find out how you are suppose to specify a change in package files from the command line (gnatmake for example)?</p>

<p>The only thing I can think of right now is I could name all platform packages exactly the same (i.e. package name Serial.Connector with the same filenames) and place them in different folders in the project archive and then upon compilation specify the directories/Libraries to look in for the files with -I argument and change directory names for different platforms.</p>

<p>This is way I was shown for GCC using C/C++...is this still the best way with Ada using GNAT?</p>

<p>Thanks,
-Josh</p>

3321155

Specifying different platform specific package at co

<p>Are there any aggregated guides to writing libraries which need to be Silverlight-compatible?</p>

<p>Or is the standard procedure to just build, look for errors, fix, repeat?</p>

<p>Obviously I recognize the answer may depend on what version of Silverlight is being targeted, but I'd expect any answer to just specify version if the solution is specific.</p>

<hr>

<p>Clarification: Basically I want the library to work for both plain-old CLR and Silverlight and not reference any Silverlight specific libs. If it needs to reference such libs in order for it to work in Silverlight, then I'd prefer use conditional compilation and produce a specialized build. Ideally it would just work as I could pick a subset of functionality of the two.</p>

<hr>

<p>Are there any definitive resources for this? I'm mostly looking for a website which lists common things to watch out for. Basically proactive rather than just looking for issues after an approach is taken.</p>

3366535

CLR differences between Silverlight and normal .NE

<p>I'm having trouble getting SBCL to start under slime. I've messed things up and I don't know how to recover. This was working fine until I...</p>

<p>Had a problem loading a package via asdf. At which point I started debugging the asdf.lisp provided with SBCL to see what was going wrong. The sole change I made was to put a (break) in which I removed once I'd figured out what was wrong. All was fine until the next time I tried to start SBCL. </p>

<p>Then I got a swank compilation error saying that the asdf.fasl was older than the asdf.lisp file. That made sense to me so I recompiled the asdf.fasl. The output I'm now getting is:</p>

```
<pre><code>(progn (load "c:\\emacs-23.1\\site-lisp\\slime\\swank-loader.lisp" :verbose t)
(funcall (read-from-string "swank-loader:init")) (funcall (read-from-string "swank:start-server") "c:\\Users\\GILES~1\\AppData\\Local\\Temp\\slime.3068" :coding-system "iso-latin-1-unix"))
```

This is SBCL 1.0.37, an implementation of ANSI Common Lisp.
More information about SBCL is available at <<http://www.sbcl.org/>>.

SBCL is free software, provided as is, with absolutely no warranty.
It is mostly in the public domain; some portions are provided under
BSD-style licenses. See the CREDITS and COPYING files in the
distribution for more information.

This is experimental prerelease support for the Windows platform: use
at your own risk. "Your Kitten of Death awaits!"

*

```
; loading #P"c:\\emacs-23.1\\site-lisp\\slime\\swank-loader.lisp"
; loading #P"c:\\hacking\\emacs\\.slime\\fasl\\2010-07-30\\sbcl-1.0.37-win32-x86\\swank-backend.fasl"
; loading #P"c:\\hacking\\emacs\\.slime\\fasl\\2010-07-30\\sbcl-1.0.37-win32-x86\\swank-source-path-parser.fasl"
; loading #P"c:\\hacking\\emacs\\.slime\\fasl\\2010-07-30\\sbcl-1.0.37-win32-x86\\swank-source-file-cache.fasl"
```

```
; compiling file "c:\\emacs-23.1\\site-lisp\\slime\\swank-sbcl.lisp" (written 22 JUL 2010 08:15:02 AM):
```

```
; file: c:\\emacs-23.1\\site-lisp\\slime\\swank-sbcl.lisp
; in: EVAL-WHEN (:COMPILE-TOPLEVEL :LOAD-TOPLEVEL :EXECUTE)
; (REQUIRE 'SWANK-BACKEND::SB-BSD-SOCKETS)
```

<p>I am trying to set some public static constants on a class conditionally by passing variables to the compiler e.g. -define=CONFIG::ENVIRONMENT,'testing_server'</p>

<p>This is what I'd like to do:</p>

```
<pre><code>if(CONFIG::ENVIRONMENT=='production')
    public static const DOMAIN:String="production_site.com";
else if(CONFIG::ENVIRONMENT=='testing_server')
    public static const DOMAIN:String="secret_domain.com";
</code></pre>
```

<p>I have tried many versions of this code, but everything so far has produced an error of one sort or another. The only way I have succeeded is by setting a compiler variable for each environment (all false except the one wanted which is true) and using the following syntax:</p>

```
<pre><code>CONFIG::PRODUCTION{
    public static const DOMAIN:String="production_site.com";
}
CONFIG::TESTING_SERVER{
    public static const DOMAIN:String="secret_domain.com";
}
</code></pre>
```

<p>Obviously this means I have to tinker with long command line setting each time. I thought my initial approach was possible given the documentation and various tutorials I have read.</p>

<p>Can anyone help?</p>

3408340

Is it possible to set static constants using condition:

<p>I have a problem wit the software I'm working on.</p>

<p>We are accessing Windows system calls via JNA, and we have to define some Windows structure (Java class that extends the JNA Structure) to be able to access them.</p>

<p>The application has to work with 32-bit and 64-bit architecture, but the problem with the structures is that attributes in them change based on the system architecture (from int to long for example).</p>

<p>Is there an easy (and sane) way to do conditional compilation a-la #ifdef in Java using ant? Are there any other ways to achieve this kind of conditional #ifdef?</p>

<p>The other way we are contemplating is to create a general interface, create two different structures for 32-bit and 64-bit, and then handle the different case with some if-else.</p>

<p>Thanks.</p>

3441178

Conditional compilation with Java and ant

I'm currently working on a reporting library as part of a large project. It contains a collection of logging and system message functions. I'm trying to utilize preprocessor macros to strip out a subset of the functions calls that are intended strictly for debugging, and the function definitions and implementations themselves, using conditional compilation and function like macros defined to nothing (similar to the way that `assert()` calls are removed if `DEBUG` is defined). I'm running into a problem. I prefer to fully qualify namespaces, I find it improves readability; and I have my reporting functions wrapped in a namespace. Because the colon character can't be part of a macro token I am unable to include the namespace in the stripping of the function calls. If I defined the functions alone to nothing I end up with `Namespace::`. I've considered just using conditional compilation to block the function code for those functions, but I am worried that the compiler might not competently optimize out the empty functions.

```
<pre><code>namespace Reporting
{
    const extern std::string logFileName;

    void Report(std::string msg);
    void Report(std::string msg, std::string msgLogAdd);
    void Log(std::string msg);
    void Message(std::string msg);

    #ifdef DEBUG
        void Debug_Log(std::string message);
        void Debug_Message(std::string message);
        void Debug_Report(std::string message);
        void Debug_Assert(bool test, std::string message);
    #else
        #define Debug_Log(x);
        #define Debug_Message(x);
        #define Debug_Report(x);
        #define Debug_Assert(x);
    #endif

};
</code></pre>
```

Any idea on how to deal with the namespace qualifiers with the preprocessor?
Thoughts on, problems with, just removing the function code?
Any other ways to accomplish my goal?

<p>suppose I have a long algorithm which I would like to be optionally verbose to debug it. So far I just added many <code>if verbose then printf "whatever"</code> all around the code but this forces the code to execute many useless tests if I don't want to have it in the verbose mode.</p>

<p>Is there a way to obtain a simple conditional compilation which can just ignore the printf lines if a flag is set?</p>

<p>Something that, for example, I can do in C by using <code>#IFDEF DEBUG printf .. #ENDIF</code></p>

3614894

Conditional compiling in OCaml

<p>In Java we can do conditional compilation like so</p>

```
<pre><code>private static final boolean DO_CHECK = false;
```

```
...
```

```
if (DO_CHECK) {  
    // code here  
}
```

```
</code></pre>
```

<p>The compiler will see that DO_CHECK is always false and remove the entire if-statement. However, sometimes, especially in library code, we can't use conditional compilation, but I'm wondering, can we use conditional JIT-compilation?</p>

```
<pre><code> private final boolean doCheck;
```

```
public LibraryClass(boolean d) {  
    doCheck = d;  
}
```

```
public void oftenCalledMethod() {  
    if (doCheck) {  
        ...  
    }
```

```
}  
</code></pre>
```

<p>If we construct LibraryClass with doCheck = false, will the JIT-compiler (in Hotspot) remove the if-statement as well?</p>

<p>Update: I just realised that JIT-compilation is most probably not done on instance level, so I think this wouldn't work, but maybe there's a static way?</p>

<p>Keeping properties of multiple Visual Studio projects manually in sync is annoying. So, how can you share properties between multiple projects? </p>

<p>Edit: I refer to properties like conditional compilation symbols, treatment of warnings and errors etc., i.e., things you can configure in Project->Properties tabs or by editing the project XML file.</p>

<p>Similar questions have been asked before, see: 1, 2 and 3. However, in my understanding, the answers have been C++-specific. I am looking for an answer for C# projects. Nevertheless, do not hesitate to answer for other kinds of projects (Visual Basic etc.) if you keep the separation clear, because someone else than me might be interested.</p>

<p>This blog post proposes a solution to the problem, but I would prefer something simpler.</p>

<p>Also, you can at least solve a part of the problem in the following way (note that although I tested it, I did not test it thoroughly):</p>

<p>Create an AssemblyInfo.cs file with the assembly attributes you intend to share. Link to this existing item in the individual projects. Use the original (local) AssemblyInfo.cs and put project-specific assembly attributes there. Unfortunately, overriding attributes does not seem to work, and managing the attributes via the GUI is now limited.</p>

<p>We have an app that uses network, compass, camera and telephony. It has been rejected because we don't specify in UIRequiredDeviceCapabilities the keys that are required or prohibited. This is a newer version of an app that we upload months ago and we don't had any problem before.</p>

<p>On documentation says</p>

<blockquote>

<p>You should include keys only for the features that your application absolutely requires. If your application can accommodate missing features by not executing the appropriate code paths, you do not need to include the corresponding key.</p>

</blockquote>

<p>How can I make "code paths" on my app? It refers to conditional compilation (#ifdef __IPHONE_3_X) or checking the device features on runtime and executing different code?</p>

3734305

Code paths on iOS

<p>What is the alternative to having code with conditional compilation in C#?</p>

<p>I have a class that has lots of code that is based on # ifdef .. After sometime my code is unreadable.</p>

<p>Looking for refactoring techniques to use for better readability and maintenance of code with many <code>#if</code> defs </p>

3786827

Alternatives to Conditional Compilation in C#

<p>In C/C++ you can do something like:</p>

```
<pre><code>#define IN_USE    (1)
#define NOT_IN_USE (-1)

#define USING( system ) ( 1 / (system) == 1 / IN_USE )
</code></pre>
```

<p>And then:</p>

```
<pre><code>#define MY_SYSTEM IN_USE

#if USING( MY_SYSTEM )
    &lt;my_system impl>;
#endif
</code></pre>
```

<p>This sort of setup means:</p>

- - <p>All conditional compilation symbols have to be defined either IN_USE or NOT_IN_USE.
</p>
- <p>I can put them all in a single header file (or a couple) and easily turn them on/off and see what conditional compilation symbols there are.</p>
- <p>A typo like #if USING(MYSYSTEM) is caught by the compiler due to div by 0 rather than silently compiling it out.</p>

<p>Is it possible to do this in C#? Is there another best practices way to achieve the same effect?</p>

<p>I realize in C# you can do conditional compilation by setting them in the project settings and using #if, but I dislike the fact that something doesn't have to be explicitly undefined. This is the reason in the project settings you have the "DEBUG" and "TRACE" checkboxes. If they weren't there, you'd have no idea you could turn them on.</p>

<p>In C/C++ you can define macros in code like this:</p>

```
<pre><code>#define OLD_WAY 1
</code></pre>
```

<p>Although I've never done it, I assume that the same thing is available in C#. More to the point, in C/C++ it is possible to then do some conditional compilation logic by doing something like this:</p>

```
<pre><code>#if OLD_WAY == 1
int i = 0;
#else
int i = 1;
#endif
</code></pre>
```

<p>OK, so this is all cool and all that. And again, I assume that such logic is possible within C#. What I'd like to know is, how do I define constants at the project level, so that I can put in logic that will allow me to conditional compile one block of code if I define the constant one way, or another block of code if I don't define it that way? I'm assuming that it's done somewhere in the project's properties, but how and where do I define it?</p>

3842590

How do I set a conditional compile variable?

I've come across a *bug/undocumented feature* in IE 7, 6.5 (perhaps others?). This doesn't effect Opera (10.5x) Firefox (3.5.x) or likely any other browser (this is all I've tested so far). It doesn't seem to be a documented ability of Javascript.

By including a comment denoted by double slashes, and directly followed by double at signs (`//@@`), the whole `.js` file is rendered useless. I've checked several variations and here's what I've found (where fail=JS isn't loaded, pass=JS is loaded):

- fail: `//@@`
- fail: `//@ @`
- fail: `//@@@` - any number of @ doesn't seem to make a difference
- fail: `//@@ text` - any content following doesn't seem to help
- fail: `//@hello@` - any content between @ doesn't seem to help
- pass: `// @@`
- pass: `// @ @` - space before first @ seems to prevent
- pass: `//hello @@` - any content before first @ seems to prevent
- pass: `/*@@*/` - only seems to apply to `//` comment style

IE 7 - just ignores the file, when trying to reference the content of that file you get an error along the lines of "`<function/object> is undefined`". IE6.5 has the decency to report "`Invalid character`" which significantly improves your ability to find the problem!

And so the **question:** Does anyone know why this is happening and what's going on?
You can work with it (insert a space, use the other comment style etc) but it's worth noting the problem's there, since can be time-consuming to debug.

UPDATE:
How to reproduce:

Source: [flaw.ie.html](#)

```
<code>&lt;html lang="en"&gt;
&lt;head&gt;
  &lt;title&gt;Test&lt;/title&gt;
  &lt;script src="turnon.cc.js"&gt;&lt;/script&gt;
```

I am developing a library which can be compiled for two different technologies. Basically, the users of the library should be able to compile the solution either for the [Unity3D](http://www.unity3d.com) game engine or the [NeoAxis](http://www.neoaxisgroup.com) game engine. The problem is: while the library is ready for the conditional compilation (#if UNITY using ... #endif, etc.), I can't find a way to enable a set of references or the other depending on the conditional compilation symbols.

Is it possible to do it? If so, how?

3942174

Is it possible to add a reference in a C# project dep

I have a large C/C++ library that I need to use as part of an Android NDK project. This library needs to be able to intelligently process UTF8 strings (for example, conversion to lowercase/uppercase).

The library has conditional compilation to punt to an OS API to do the conversion, but there don't seem to be any Android APIs for UTF8. (mbstowcs, etc)

[This thread](http://groups.google.com/group/android-ndk/browse_thread/thread/2100acf0c89dcc17) says to use JNI methods to do it (!), which is a rather heavy-weight solution.

I was thinking about building [ICU](http://site.icu-project.org/), but as it uses GNU Autotools I'm not sure I can make it work with the NDK toolchain. ./

Has anyone else confronted this problem and done something other than use JNI?

EDIT: My attempts to get ICU to compile fail at the configure step:

```
checking wchar.h usability... no
checking wchar.h presence... yes
configure: WARNING: wchar.h: present but cannot be compiled
configure: WARNING: wchar.h:  check for missing prerequisite headers?
configure: WARNING: wchar.h: see the Autoconf documentation
configure: WARNING: wchar.h:  section "Present But Cannot Be Compiled"
configure: WARNING: wchar.h: proceeding with the preprocessor's result
configure: WARNING: wchar.h: in the future, the compiler will take precedence
checking for wchar.h... yes
checking for library containing wcsncpy... none required
checking size of wchar_t... 0
configure: error: There is wchar.h but the size of wchar_t is 0

```

<p>I have a single program used to interact with a joystick. It uses conditional compilation to specify a specific joystick. We do this right now by just hard coding the correct flag into the Makefile.</p>

<p>I'd like to make it so it uses a different flag based on the command given to the Makefile. So for example, I currently have this:</p>

```
<pre><code>.PHONY: saitek
saitek: $(SOURCES)
    $(COMPILE) -DSAITEK
.PHONY: logitech
logitech: $(SOURCES)
    $(COMPILE) -DLOGITECH
</code></pre>
```

<p>I want only one of these commands to ever be run, and I want them all to make the same executable. But if I rerun 'make' it will compile the program again. I'd like it to recognize that it's already built the program.</p>

<p>Is there anyway to do this with a Makefile?</p>

3963989

Compiling with different flags in Makefile?

<p>I'm trying to pass an additional conditional compilation symbol via devenv (vs2010) on the command line to the C# compiler. </p>

<p>I know it can be done for the C++ compiler through the CL environment variables. Is there something similar possible for C#?</p>

<p>Since this build pass needs to run Code Analysis, I'm stuck with using devenv to launch the build, as far as I know.</p>

3968628

Specifying additional conditional compilation symb

<p>I am developing a new module for a large Application in Delphi 2010.</p>

<p>I have organized my sources in a project group of two projects, one to build the full application and one to launch my test suite (which shares some sourcecode with the main application).</p>

<p>During the initialization of a unit, i need to act differently depending on which of the two i was compiling.</p>

```
<pre><code>unit MySharedUnit
var
    flag : TFlagValues;
```

```
implementation
[...]
```

```
initialization
```

```
if IsTestProject then
    flag := TestValue
else
    flag := ReleaseValue;
end.
```

```
</code></pre>
```

<p>Currently, I use a project defined environment variable (defined in only one of the projects' options) to decide the active project.</p>

<p>My question is:</p>

<p>Is there another or more elegant way to do this, like a builtin #define'd value or so which would not require me to modify the project options by hand when the test application should be run in Release mode?</p>

I have a framework which is being used by several projects (which includes several samples to show how the framework works). The framework has components such as the core, graphics, physics, gui etc. Each one is a separate library. There are several configurations as well.

A main solution file compiles the complete project with all the possible configurations so that the projects can use the libraries. Since the framework is rarely recompiled, especially by someone (including me) working on a project that utilizes the framework, it makes sense to pre-compile the many headers.

Initially I had each project/sample have its own pre-compiled header used for the whole project. Each time I would have to rebuild the same pch (for example, Debug), So I decided that a shared PCH would reduce the redundant PCH compilation. So far so good. I have a project that compiles the PCH along with the libraries. All the subsequent projects/samples are now using the same PCH. This has worked wonderfully.

The only problem is that I have seen an increase in file size. This is not a roadblock, as if a project that uses the framework is intended to be released, it can sever itself from the shared PCH and make its own. I have done this for the sake of rapid development (I have actually created a tool which creates the VS project files and source files for a new project/sample ready to be built as well as facilitate in upgrading a previous project that was using an older version of the framework).

Anyway, (I am presuming that) the increase in file size is because the independant VS project file that is creating the shared PCH is including all the headers from all the libraries. ***My question is whether I can use conditional compilation (#ifndef) to reduce the size of the final executable? Or maybe share multiple PCH files somehow (as far I know though, that is not possible, but I maybe wrong) If I am not making sense, please say so (in kind words :)) as my knowledge of PCH files is very limited.***

Thanks!

<blockquote>

Note: To re-iterate and make it clear, so far, I have one solution file that is compiling all the libraries including the shared PCH. Now if I recompile all the samples and projects, they compile in a couple of seconds or more at most. Before, each project would recreate a PCH file. Also, initially I wanted a PCH for each library, but then I found out that a source file cannot use multiple PCH files, so this option was not feasible. Another option is to compile all possible combinations of PCH files, but that is too time consuming and cumbersome and error prone.

</blockquote>

<p>Does anyone know a good way (either through reflection or special attributes) to replace certain functions calls with no-ops in C#? </p>

<p>Basically, what I'm trying to do is something like this</p>

```
<pre><code>#ifdef DEBUG
```

```
StopWatch.start();
```

```
#endif
```

```
DoSomething();
```

```
#ifdef DEBUG
```

```
StopWatch.stop();
```

```
Log.TimingInfo(StopWatch);
```

```
#endif
```

```
</code></pre>
```

<p>without sprinkling a lot of ifdefs everywhere in my code. I could replace this (my StopWatch class) with a null object pattern and assign it the null object conditionally, but this is still not ideal compared to strictly no-op in the code. The code path length is very important here, and i'd rather sacrifice some read-ability for having absolutely no op when we're not trying to collect timing results. </p>

<p>Does anyone know if there is a way to tag my StopWatch class or methods in C# to simply not emit code when evaluated by the compiler?</p>

<p>I have a base library to maintain in multiple versions. I do a SVN switch whenever I need to work on another version.</p>

<p>I don't have multiple versions of my test application solution, so I thought that for different versions I could do multiple solution / project configurations that define symbols for the version to be able to have version-specific code in my test.</p>

<p>Currently I have the following build configurations in the test application solution: Debug, Release, DebugV10, ReleaseV10, DebugV15, ReleaseV15. In the *V10 and *V15 configs, I created and selected corresponding *V10 and *V15 PROJECT configurations for the two projects that have version-specific test code (not for all projects, most run normal Debug / Release configuration in the solution -Vx configuration).</p>

<p>In those project configurations I entered the corresponding conditional compilation symbols (VERSION10 and VERSION15).</p>

<p>Now in my code in the project I go like</p>

```
<pre><code>#if VERSION10
    // do v1.0 stuff
#elif VERSION15
    // do v1.5 stuff
#else
    // do trunk stuff
#endif
</code></pre>
```

<p>But apparently VS doesn't recognize the symbols. Even a simple #if DEBUG does not work anymore, although define DERBUG constant is checked in all Debug* project configurations.</p>

<p>Is this a known thing? What can I do about it?</p>

Summary: I want to know the best design for creating cross-platform (eg. desktop, web, and Silverlight) classes in C#, with no duplication of code, with the pros and cons of each design.

I'm often writing new, useful classes for one application domain; there's no reason why they won't work across domains. How can I structure my code to make it ideally cross-platform?

For example, let's say I wanted to make a generic "MyTimer" class with an interval and on-tick event. In desktop, this would use the built-in .NET timer. In Silverlight, I would use a DispatcherTimer.

Design #1 might be "create a class and use pre-processor directives for conditional compilation," eg. "#IF SILVERLIGHT ...". However, this leads to code that is less understandable, readable, and maintainable.

Design #2 might be "create subclasses called DesktopTimer and SilverlightTimer and consume those from MyTimer." How would that work?

While this is a trivial case, I may have more complicated classes that, for example, consume platform-specific classes (IsolatedStorage, DispatcherTimer, etc.) but aren't directly replacing them.

What other designs/paradigms can I use?

4247022

Design for Cross-Platform Classes in C#

I've got some code written in C# WPF, and I've got some code for debugging, which I currently compile on or off for debug or release mode. How can I enable or disable UI controls which are currently written in my XAML based on C# preprocessor definitions?

4296644

Preprocessor conditional compilation in XAML

<p>Is there a known implementation of the C pre-processor tool implemented either in Python or JavaScript? I am looking for a way to robustly pre-process C (and C like) source code and want to be able to process, for example, conditional compilation and macros without invoking an external CPP tool or native code library. Another potential use case is pre-processing within a web application, within the web browser. </p>

<p>So far, I have found implementations in Java, Perl, and of course, C and C again. It may be plausible to use one of the C to JavaScript compilers now becoming available.</p>

<p>The PLY (Python Lex and Yacc) tools include a cpp implemented in Python.</p>

4350764

Implementation of a C pre-processor in Python or J

<p>In a Cocoa application, I'd like to use conditional compilation, like:</p>

```
<pre><code>#if MACOSX_DEPLOYMENT_TARGET &lt;= MAC_OS_X_VERSION_10_4
    [[NSFileManager defaultManager] removeFileAtPath:path handler:nil];
#else
    [[NSFileManager defaultManager] removeItemAtPath:path error:NULL];
#endif
</code></pre>
```

<p>My hope is that this will avoid compiler warnings about removeFileAtPath: being deprecated when MACOSX_DEPLOYMENT_TARGET = 10.6, since it shouldn't be compiling that line.</p>

<p>It doesn't work.</p>

<p>When MACOSX_DEPLOYMENT_TARGET = 10.6 I get a warning that removeFileAtPath: is deprecated. But it shouldn't be compiling that line, so it shouldn't be warning about it having a deprecated method!</p>

<p>(I am setting MACOSX_DEPLOYMENT_TARGET in both the project build settings and the target build settings. I have BASE_SDK set to 10.6 and specify GCC 4.2 in both, too.)</p>

<p>What am I doing wrong? Do I have some fundamental misunderstanding of conditional compilation?</p>

4367988

Conditional compilation using MACOSX_DEPLOYMI

<p>Ok while sizeof(Myenum) and sizeof(int) works, I would like to use sizeof(object), but I don't want the size of the object, but the size of pointer... only for portability reason, I need to know if is a 64 bit pointer or 32 bit pointer, I can avoid using sizeof if is ok with conditional compilation, but I don't know if there are constants to check if we are on a 32 bit system instead of 64 bit</p>

<p>Thanks for suggestions</p>

4416415

C# sizeof object pointer (SAFE context)

<p>So I am working on a learning project and I am trying to create a header file that contains a store of URL's so that you can just change a single flag to change from Debug to Production. This is what I am trying to do with the compiler and it is clearly wrong. I can't find any information on how to do this in Objective-C, so that's why I came here.</p>

```
<pre><code>#define DEBUG 1
#if DEBUG
    NSString *URL = @"dev.myserver.com";
#else
    NSString *URL = @"myserver.com";
#endif
```

```
@interface GlobalURLReferences : NSObject {
    //NSString *URL; removed this
}
```

```
//@property (nonatomic, retain) NSString *URL; removed this
```

```
@end
</code></pre>
```

<p>Now I am not sure if I need to declare that as a property or not. Also, once this is compiled properly, how to I access it from an outside class (of course after you <code>#import</code> the globalURL's class) Any sort of guidance on the proper method of doing this would be greatly appreciated.</p>

4441397

Conditional Compilation and Objective-C/Xcode

<p>When is doing conditional compilation a good idea and when is it a horribly bad idea?</p>

<p>By conditional compile I mean using <code>#ifdef</code>s to only compile certain bits of code in certain conditions. The <code>#defined</code>s themselves may be in either a common header file or introduced via the <code>-D</code> compiler directive.</p>

4469645

Dos and Don'ts of Conditional Compile

<p>I'm using Silverlight 4, .NET 4.0.</p>

<p>I have an object that's defined in a shared library (shared between my Silverlight project, and the web project hosting the WCF service)</p>

<p>The object is a tree structure which has a list of its children, as well as reference to its parent and to the root.</p>

<p>ie. </p>

```
<pre><code>class TreeNode
{
    public List<TreeNode> Children {get; set;}
    public TreeNode Root { get; set; }
    public TreeNode Parent { get; set; }
}
</code></pre>
```

<p>The problem is when Silverlight tries to take this object and send it to the server, I get an exception about cyclical references. After some research, I found out I had to enable the attribute IsReference to true like so:</p>

```
<pre><code>[DataContract(IsReference = true)]
class TreeNode
{
    public List<TreeNode> Children {get; set;}
    public TreeNode Root { get; set; }
    public TreeNode Parent { get; set; }
}
</code></pre>
```

<p>The problem is when I do this, my WCF service no longer works as it can't load the needed assembly for this:</p>

<p>"Could not load file or assembly 'System.Runtime.Serialization, Version=2.0.5.0'"</p>

<p>This is because the project containing the TreeNode class is built against the Silverlight runtime, not the .NET runtime and uses System.Runtime.Serialization v2.0.5.0, while the web project and the WCF service uses v4.0.30319.</p>

<p>So, my question is: Is there a way that I can have this object serialize while preserving

<p>If I have the following code...</p>

```
<pre><code>#if PocketPC
    /// &lt;summary&gt;Indicates whether usage of the Windows Mobile 5.0+ GPS
    intermediate driver is allowed.&lt;/summary&gt;
    private static bool allowGpsIntermediateDriver = true;

    /// &lt;summary&gt;Indicates whether the device detection thread is currently active.
    &lt;/summary&gt;
    private static bool isDetectionThreadAlive;
#endif
</code></pre>
```

<p>...ReSharper gives me "xml comment is not placed on a valid language element" errors. Sometimes these can be suppressed with #pragma but mostly they can't. Is there any way around this?</p>

4506299

ReSharper - Conditional Compilation XML commen

My project requires Java 1.6 for compilation and running. Now I have a requirement to make it working with Java 1.5 (from the marketing side). I want to replace method body (return type and arguments remain the same) to make it compiling with Java 1.5 without errors.

Details: I have an utility class called `OS` which encapsulates all OS-specific things. It has a method

```
public static void openFile(java.io.File file) throws java.io.IOException {  
    // open the file using java.awt.Desktop  
    ...  
}
```

to open files like with double-click (`start` Windows command or `open` Mac OS X command equivalent). Since it cannot be compiled with Java 1.5, I want to exclude it during compilation and replace by another method which calls `run32dll` for Windows or `open` for Mac OS X using `Runtime.exec`.

Question: How can I do that? Can annotations help here?

Note: I use ant, and I can make two java files `OS4J5.java` and `OS4J6.java` which will contain the `OS` class with the desired code for Java 1.5 and 1.6 and copy one of them to `OS.java` before compiling (or an ugly way - replace the content of `OS.java` conditionally depending on java version) but I don't want to do that, if there is another way.

Elaborating more: in C I could use `ifdef, ifndef`, in Python there is no compilation and I could check a feature using `hasattr` or something else, in Common Lisp I could use `#+feature`. Is there something similar for Java?

Found [this post](http://stackoverflow.com/questions/1922521/conditional-java-compilation) but it doesn't seem to be helpful.

Any help is greatly appreciated. kh.

<p>I have created an additional iPad target for what was originally an iPhone app.</p>

<p>From the Apple docs:

"In nearly all cases, you will want to define a new view controller class to manage the iPad version of your application interface, especially if that interface is at all different from your iPhone interface. You can use conditional compilation to coordinate the creation of the different view controllers."</p>

<p>But they don't give any example or detail on what conditional compilation is. Can anyone give an example? And where would I do this?</p>

<p>EDIT:

I have tried defining the following C Flags in the iPad target: -D USE_IPAD, -DUSE_IPAD. Either way, this code always results in IPHONE getting logged: </p>

```
<pre><code>#ifdef USE_IPAD
```

```
    NSLog(@"IPAD");
```

```
    #else
```

```
    NSLog(@"IPHONE");
```

```
    #endif
```

```
</code></pre>
```

<p>What am I missing?</p>

4581700

iOS - conditional compilation (xcode)

<p>Is there a way to see what conditional compilation symbols were set during runtime or is this information lost at compile time? </p>

4597172

Is there a way to see what conditional compilation

<p>From Herb Sutter and Andrei Alexandrescu's 'C++ Coding Standards', Item 16: Avoid Macros under Exceptions for this guideline they wrote:</p>

<blockquote>

<p>For conditional compilation (e.g., system-dependent parts), avoid littering your code with #ifdefs. Instead, prefer to organize code such that the use of macros drives alternative implementations of one common interface, and then use the interface throughout.</p>

</blockquote>

<p>I'm having trouble understanding exactly what they mean by this. How can you drive alternate implementations without the use of #ifdef conditional compile macro directives? Can someone provide an example to help illustrate what's being proposed by the above paragraph?</p>

<p>Thanks</p>

4633879

Question about best practices and Macros from the

<p>I am trying to call a JavaScript function on click in a MVC2 View Page.</p>

```
<pre><code> &lt;a onclick=" SelectBenefit(&lt;%=o.ba_Object_id %&gt;,&lt;%=o.
ba_Object_Code %&gt;)" href="#"&gt;Select&lt;/a&gt;
</code></pre>
```

<p>JavaScript function</p>

```
<pre><code> function SelectBenefit(id,code) {
    alert(id);
    alert(code);
}
</code></pre>
```

<p>Here ba_Object_Id and Code are the values from the ViewModel. If I use
<code>SelectBenefit(<%=o.ba_Object_id %>)</code> in this way, its working fine. But
when I have two paramaters its not.I am getting this error: </p>

```
<pre><code>conditional compilation is turned off.
</code></pre>
```

4686283

JavaScript Error: conditional compilation is turned o

I am interested in doing automated testing against a Flex based UI. I have found out that my best options for UI automation (due to being C# controllable, good licensing conditions, etc) all seem to require that I compile test hooks into my application. Because of this, I am thinking of recommending that these hooks be compiled into our build.

I have found a few places on the net that recommend not deploying bits with this instrumentation enabled, and I'd like to know why. Is it a performance drain, or a security risk? If it is a security risk, can you explain how the attack surface is increased?

I am not a Flash or Flex developer, though I have some experience with threat modeling.

For reference, here's the tools I'm specifically considering:

- QTP
- Selenium-Flex API

I am having problems finding all the warnings/suggestions I found last night, but here's an example that I can find:

<http://www.riatest.com/products/getting-started.html>

<blockquote>

Warning! Automation enabled applications expose all properties of all GUI components. This makes them vulnerable to malicious use.

Never make automation enabled application publicly available. Always restrict access to such applications and to RIATest Loader to trusted users only.

</blockquote>

Related question (how to do conditional compilation to insert/remove those hooks): <http://stackoverflow.com/questions/2052453/conditionally-including-flex-libraries-swcs-in-mxmlc-compc-ant-tasks> Conditionally including Flex libraries (SWCs) in mxmlc/compc ant tasks

<p>I would like to 'turn off' the compiler for a section of my code. I do not want to use comments to 'hide' the code from the compiler because there are a lot of <code>/*...
*/</code> comments embedded in this section. I would guess that there is a common way to use compiler directives or #defines or something to control the compilation. In fact my desire to suppress compilation is not dependent on a condition like the SDK or the platform, I would just like to turn it off. How does one accomplish this?</p>

4764031

Conditional compilation in Xcode

<p>I have two projects A and B. A depends on B. I would like the following to happen</p>

<p>If B define a conditional compilation symbol, I would like A also define it automatically.
Can I achieve this?</p>

4779611

conditional compilation question

I have a quite complex solution, containing 10 projects aside from Test projects. It is a network of distributed applications & services that communicate using remoting; therefore having the proper referenced assemblies (& versions) is crucial. That's why I want the whole thing to be compiled and shrink-wrapped in ONE build.

One of the applications is a demo/analysis-tool that runs a subprocess of another - much bigger - application based on the user's input and displays the results; That way engineers have a tool to help tweak their settings for "the big computation". Obviously that subprocess is contained in another assembly, and a big part of the results presented to the engineers is generated by

```
#if ENABLE_TRACE_MATCHING
Trace.WriteLine("Some engineering output");
#endif
```

My problem is that Conditional Compilation Symbols in the project settings are limited to that project's assembly, and do not propagate over referenced assemblies. How can I configure my build in such a way that all projects will be built *without* ENABLE_TRACE_MATCHING being defined, except for the one debug/analysis-app project where all referenced projects/assemblies must be compiled with ENABLE_TRACE_MATCHING *being* defined

I also cannot replace #if ENABLE_TRACE_MATCHING by #if DEBUG, since that would enable a whole lot of different output our engineers wouldn't know how to handle.

Thanks in advance.

PS: If you think my code smells, then I agree. Additionally: It's mostly not my code ;)

4793122

Build entire solution but add global Conditional Co

<p>This question is one of several that discuss naming conventions for C++ include guards. The person asking that question thinks that this naming convention:</p>

```
<pre><code>#ifndef FOO_H
#define FOO_H
```

```
// ...
```

```
#endif
</code></pre>
```

<p>is a bit non-intuitive when taken by itself (what does <code>FOO_H</code> mean?) and I tend to agree.</p>

<p>Others say that, barring the need to add more stuff for better collision avoidance (like <code>PROJECTNAME_FOO_H_SDFFGH69876GF</code>), the name <code>FOO_H</code> is just fine because it's clear from its context what its purpose is (namely, it's at the beginning of the files of the same name and it's clear that it's an include guard).</p>

<p>I could buy this if the only purpose of having <code>FOO_H</code> would be to guard against multiple inclusion, but are there conditions for which I'd want to have <code>FOO_H</code> elsewhere in the files? I'd think conditional compilation would be a good reason, in which case naming it something like <code>FOO_H_INCLUDED</code> would be clearer.</p>

<p>Are there straightfoward uses akin to this, or should I avoid repurposing the include guards?</p>

4868227

Valid uses for C++ include guards besides, well, incl

<blockquote>
<p>Possible Duplicate:

C# Conditional Compilation and framework targets </p>
</blockquote>

<p>I have some code that works in .NET 4 but does not work in .NET 3.5, in .NET 3.5 it requires to use interop calls to windows.</p>

<p>I would like using a "ifdef" to use a different code path in both cases (eventually I will deprecate the .NET 3.5 code).</p>

<p>Is there a pre-defined directive value to identify when the code is compiled with .NET4? Is there a good link with all the predefined directives (DEBUG, TRACE,...)? The link below only gives the directives but not the standard predefined values:</p>

<p>http://msdn.microsoft.com/en-us/library/ed8yd1ha(v=VS.100).aspx</p>

4890095

Conditional compilation for .NET 4

I put extensive logging in apps to ease debugging, but I want to ensure only the minimum goes into the production application. My understanding is that the compiler doesn't remove unused code, there's no conditional compilation with Android, but Proguard will remove unused code. Here's a sample tracing class:

```
public class Trace
{
    public static final int logginglevel = 5;

    public static final boolean errors = logginglevel > 1;
    public static final boolean warnings = logginglevel > 2;
    public static final boolean info = logginglevel > 3;
    public static final boolean debug = logginglevel > 4;
}
```

Then in the application itself log like this:

```
if (Trace.debug) Log.d(TAG,"problem")
```

Will this succeed in allowing Proguard to identify the unused statements and remove them? This statement is pretty ugly, but it's the shortest I can see that it can be.

Is there a more succinct way to include logging in an Android app, but have it automatically stripped out for the production build? I suspect it's possible to configure Proguard itself to remove specific aspects of the code, but not sure if that's a better solution than this.

<p>My problem:

I have created a C project in Visual Studio 2010 and defined a conditional compilation constant named <code>QWERTY</code>. My C source code executes <code>#ifdef QWERTY</code> in order to see if it's defined or not.

When I add <code>/DQWERTY</code> into the command line additional options of my C project in the IDE, then the constant is correctly detected after compilation, just as expected.</p>

<p>So, my question is: how can I define that constant from the command line using MSBuild?</p>

<p>Just for clarity reasons, I'm running this command:</p>

```
<pre><code>MSBuild myproj.sln</code></pre>
```

<p>Please don't propose to use the switch <code>/p:DefineConstants</code>; I've created a C project, not a C# project, and that switch is useless for C/C++ projects.</p>

<p>As you've probably already understood, I'm feeling more and more desperate about this trivial problem. Please enlighten me and show me that there is a simple solution around the corner that I've missed of pure stupidity.</p>

4979560

Is there any possible solution to use MSBuild with C

<p>At work we have a lot of AS3 code that conditionally performs logging or assertions like so:</p>

```
<pre><code>CONFIG::debug
{
    assert(blah &gt; 2);
}
</code></pre>
```

<p>I would really rather just write:</p>

```
<pre><code>assert(blah &gt; 2);
</code></pre>
```

<p>And have the definition of <code>assert()</code> specify that in release mode, any calls to it, and the expressions for its arguments, should not be evaluated -- that is, it should be as if the line was empty. Not only should <code>assert()</code> never be called in release, but the condition <code>blah > 2</code> itself should not be evaluated.</p>

<p>In C# this would look like:</p>

```
<pre><code>[Conditional("DEBUG")]
public static void assert(...) { ... }
</code></pre>
```

<p>or, in C++ (roughly):</p>

```
<pre><code>#ifdef DEBUG
    #define assert(cond) if(!(cond)) { explode(); }
#else
    #define assert(cond) /* nothing */
#endif
</code></pre>
```

<p>Is there any way to do something similar in AS3, or do we have to do the conditional compilation blocks around everything? I have been looking around manuals but have found nothing useful yet.</p>

<p>Link errors like this sometimes occur when compiling C++ using Microsoft Visual C++ 6.0:
</p>

<p><code>error LNK2001: unresolved external symbol __imp__close</code>

<code>error LNK2001: unresolved external symbol __imp__read</code>

<code>error LNK2001: unresolved external symbol __imp__lseek</code>

<code>error LNK2001: unresolved external symbol __imp__open</code> </p>

<p>My fix, which I found after searching fruitlessly using Google for a long time, is this:</p>

<p>Do NOT disable language extensions. In the Project Settings dialog, in the C/C++ tab, make sure that the 'Disable language extensions' checkbox is not checked.</p>

<p>The functions close, read, lseek, open, etc., are not standard parts of the C library and the declarations are skipped by conditional compilation using <code>#if !__STDC__</code> in <code><io.h></code>. This happens if you disable language extensions.</p>

5040995

resolve link errors for __imp__open and other simi

<p>In an MSVC C++ program I have a part of code which I want to enable or disable depending on a preprocessor definition</p>

```
<pre><code>// 1.h
#ifdef MYOPTION
//...
#endif
</code></pre>
```

<p>But I find that it is quite dangerous when it is used in a .h file included in more than one compilation unit, as I can easily get inconsistent headers (I don't want to define MYOPTION globally as it would require a complete recompilation each time I change it):</p>

```
<pre><code>// 1.cpp
#define MYOPTION
#include "1.h"

// 2.cpp
#include "1.h"
</code></pre>
```

<p>Of course, it is much more complicated than this simplified example due to the chained header inclusion.</p>

<p>Is there a way to avoid such inconsistency, e.g. have a compile-time error without too much effort?</p>

<p>I thought of doing <code>#define MYOPTION 0</code> or <code>1</code>, but then I would have to write something like</p>

```
<pre><code>#if MYOPTION == 1
//...
#elif !defined(MYOPTION)
#error ...
#endif
</code></pre>
```

<p>which looks too complicated... Maybe there is a better option? </p>

<p>What is the order of compiling in QT? as I understood it is impossible to write </p>

```
<pre><code>
#define BEGIN_SIGNALS signals:
</code></pre>
```

<p>is the only way to make conditional compilation only using</p>

```
<pre><code>
#ifdef QT
signals:
#endif
</code></pre>
```

5090605

qt preprocessor

<p>Does anyone know how to determine what platform your c# code is running on e.g. whether it is running on linux or windows so that I can execute different code at runtime. </p>

<p>I have a c# windows app that I want to build to target windows and linux platforms.</p>

<p>So far I have created 2 project files pointing to the same set of source code files. I then use a conditional compilation statement one of the projects called LINUX.</p>

<p>Where there are difference in the actual code I use coditional statements using the conditional compilation statement, e.g</p>

```
<pre><code>#if (LINUX)
' do something
#endif
</code></pre>
```

<p>Is there a better way of doing this? I don't really want to have 2 project files.</p>

<p>Thanks in advance.</p>

5116977

How to check the OS version at runtime e.g. windo

I have a JavaScript function that handles mouse button events. It must be able to distinguish between left and right mouse buttons. Sadly, Internet Explorer uses different values for event.button than all other browsers do. I know how to interpret them, but I need to know which path to go.

I did that with a JavaScript hack that relies on conditional compilation. It's like this:

```
if (/*@cc_on!@*/false) { IE fixup... }  

```

I consider this quite a safe method because it is based on the JavaScript parser capabilities that cannot be faked and are unlikely to be imitated by other browsers.

Now I'm using the Google Closure Compiler to pack my JavaScript files. I found that it removes conditional compilation comments just like any other comment, too. So I tried different hacks. One of them is this:

```
if ("\v" == "v") { IE fixup... }  

```

Unfortunately, the closure compiler is quite clever and finds out that the condition can never be true and removes that code. Also, I don't like it because Microsoft may eventually fix that \v bug and then the detection fails.

I could just read something like navigator.appName or what it's called, but this is way too easy to fake. And if somebody modifies their browser identification, they're unlikely to implement the other event.button behaviour...

Closure compiler allows to preserve certain comments. I tried this:

```
if (/**@preserve/*@cc_on!@*/false) { IE fixup... }  

```

While this produces the desired result after compression, it is not a functional conditional comment in its source form. But for debugging reasons, I need my JavaScript file to work both compressed and uncompressed.

Is there any hope for me to get this working without modifying the compressed JS file by hand?

For the reference, here's my complete function in its original form:

I need to conditionally compile some code based on the presence of a library. Seems like this should be easy with autoconf/automake but I can't figure it out.

For example, if there is a PNG library present, I want to include code to use it. My configure.ac has:

```
AC_CHECK_LIB([png], [png_create_write_struct_2])
```

and my Makefile.am has:

```
if USE_LIBPNG
libdev_la_SOURCES += png.c
endif
```

(which adds png.c to the list of sources for libdev so it gets compiled).

An automake conditional like USE_LIBPNG requires the conditional be defined in configure.ac, so I need:

```
AM_CONDITIONAL([USE_LIBPNG], [test SOMETHINGOROTHER])
```

The question is, what can test SOMETHINGOROTHER be? What does AC_CHECK_LIB define that I can test for?

AC_CHECK_LIB's default behavior is to define a symbol (in config.h) which can be used in source code, but that doesn't help the Makefile since the AM_CONDITIONAL needs a shell test

I tried overriding the default AC_CHECK_LIB behavior like so:

```
AC_CHECK_LIB([png], [png_create_write_struct_2], [HAS_LIBPNG=1])
```

after which I could test for it:

```
AM_CONDITIONAL([USE_LIBPNG], [test "x$HAS_LIBPNG" = "x1"])
```

I am working on a relatively large set of serial code C-code libraries, which will then be parallelized in CUDA by my collaborators.

For this project my code essentially boils down to

```
#include "Initialize.cpp"
#include "PerformMoves.cpp"
#include "CollectResults.cpp"

main()
{
    //DECLARE General Vars

    Initialize();

    for (unsigned int step=0; step < maxStep; step++)
    {
        PerformMoves();
    }

    CollectResults();
}
```

Now the steps I perform inside Initialize and PerformMoves will be very different depending on what kind of simulation I'm building. Speed is of the utmost performance as my code is a Monte Carlo simulation that will be performing millions of moves, each of which involves potentially thousands of calculations. Thus I want to avoid any unnecessary conditionals.

Thus I essentially want different "plug and play" C modules, e.g.

```
InitializeSimType1.cpp
InitializeSimType2.cpp
InitializeSimType3.cpp

PerformMovesType1.cpp
PerformMovesType2.cpp
PerformMovesType3.cpp
```

I am using Xcode 3.2.5 with the LLVM 1.6 compiler. Some of my classes have conditional compilation code. I need to define the DEBUG macro at compile time rather than statically in a file.

I achieved this using OTHER_CFLAGS parameter available to define the DEBUG macro. However, I wonder if there is a better/cleaner way of doing it in Xcode ?

Environment:

OS: Mac OS X 10.6
Xcode 3.2.5
Compiler: LLVM 1.6

5204037

What is the proper way of defining a DEBUG symbol

Hi I am trying to implement conditional compilation in python similar to [this in C](http://ideone.com/ttndK), I have seen [this thread](http://stackoverflow.com/questions/560040/conditional-compilation-in-python) and [this thread](http://stackoverflow.com/questions/3496592/conditional-import-of-modules-in-python).

But [this](http://ideone.com/u7BO8) is not working. I am relatively new to python, how can we fix this ?

5295442

Conditional compilation in python

<p>Background:</p>

<p>I have a C# Windows Forms application that contains a Windows service and an interface used to configure system settings as well as communicate with the service.</p>

<p>Desired Outcome:</p>

<p>I would like to build two versions of the solution - a client version with all the Windows service related code and form elements and a server version that contains everything.</p>

<p>The form contains a tabbed control, where one tab contains elements used to interface with the Windows service using sockets. All I'm really trying to achieve is that for a full build the tab containing service related elements is compiled, while for a conditional build the same tab is excluded.</p>

<p>Problem:</p>

<p>At this stage I've used #if directives around the Windows service related code. For example:</p>

```
<pre><code>#if SERVERBUILD
    //Code relating to Windows service that I do not want to compile
    //for a client version.
#endif
</code></pre>
```

<p>In the above example, 'SERVERBUILD' corresponds to a build configuration that I can select via the Configuration Manager (as opposed to the standard 'Release' build option).</p>

<p>The issue I'm having is that some of the code I've had to wrap this #if directive around lies in the WinForm.Designer.cs file in the region titled 'Windows Form Designer generated code'.</p>

<p>What seems to be occurring is that when I make a change to some of the form properties, this entire region of code seems to be deleted and re-generated, thereby removing the #if sections I had added.</p>

Am I going about this the right way?

Is there a way to avoid the situation where I am losing the changes I've made in the

I need to define a system-dependent integer type, in order to be compatible with some low-level libraries. I've setup a x86 and x64 Project-Configuration, and defined conditional compilation symbols for them (IA32 and INTEL64).

So, I would like to do the following:

```
#if IA32
    typedef int SysInt;
    typedef uint SysUInt;
#elif INTEL64
    typedef long SysInt;
    typedef ulong SysUInt;
#endif
```

However, that doesn't work due to typedef is not available in C#. What's the best option to implement this?

Thanks in advance. Best regards.

5308110

C# implementing system-dependent integer

<p>I've a project that need to be compiled in Compact .NET Framework 3.5 and .NET Framework 3.5 (2 projects in fact, just compiling options that changes between both).</p>

<p>Problem is, some classes are missing in the CF .NET so I created it manually (and implemented all members of the class available in .NET</p>

<p>One example : The FtpWebRequest / FtpWebResponse classes.</p>

<p>It's bad to write something like this (if yes, why?) :</p>

```
<pre><code>#if CFNET35 // Only if we are in Compact Framework 3.5 mode
namespace System.Net
{
    public class FtpWebRequest : WebRequest
    {
        // ...
    }

    public class FtpWebResponse : WebResponse
    {
        // ...
    }
}
#endif
</code></pre>
```

<p>I'm sure that in CF.NET35 these methods will never be available, so can I write it?</p>

<p>I would write that in order to avoid a name collision when using the my library in projects.</p>

<p>It allows me in other projects always <code>using System.Net;</code> whitout asking me which framework I use...</p>

<p>Thanks !</p>

<hr>

<h2>EDIT</h2>

<p>Few months later, I'd to assess the strategy I used.</p>

<p>This is a big question, so let me get a few things out of the way:</p>

Let's ignore the fact that some C++ features cannot be implemented in C (for example, supporting pre-main initialization for any global static object that is linked in).

This is a thought experiment about what is theoretically possible. Please do not write to say how hard this would be (I know), or that I should do X instead. It's not a practical question, it's a fun theoretical one. :)

<p>The question is: is it theoretically possible to compile C++ or C99 to C89 that is as portable as the original source code?</p>

<p>Cfront and Comeau C/C++ do compile C++ to C already. But for Comeau the C they produce is not portable, according to Comeau's sales staff. I have not used the Comeau compiler myself, but I speculate that the reasons for this are:</p>

Macros such as INT_MAX, offsetof(), etc. have already been expanded, and their expansion is platform-specific.

Conditional compilation such as <code>#ifdef</code> has already been resolved.

<p>My question is whether these problems could possibly be surmounted in a robust way. In other words, could a perfect C++ to C compiler be written (modulo the unsupportable C++ features)?</p>

<p>The trick is that you have to expand macros enough to do a robust parse, but then fold them back into their unexpanded forms (so they are again portable and platform-independent). But are there cases where this is fundamentally impossible?</p>

<p>It would be very difficult for anyone to categorically say "yes, this is possible" but I'm very interested in seeing any specific counterexamples: code snippets that could not be compiled in this way for some deep reason. I'm interested in both C++ and C99 counterexamples.</p>

<p>I'll start out with a rough example just to give a flavor of what I think a counterexample might look like.</p>

```
<pre><code>#ifdef __SSE__
#define OP &lt;
#else
```

<p>I have a java project that is referenced in j2me project and in android project.
In this project i would like to use conditional compilation.</p>

<p>Something like...</p>

```
<pre><code>//#if android
```

```
...
```

```
//#endif
```

```
//if j2me
```

```
...
```

```
//#endif
```

```
</code></pre>
```

<p>I have been reading about this but i did not find anything useful yet.</p>

5402974

Java (Eclipse) - Conditional compilation

We [can auto-generate flex-config xml file from flash-builder](http://stackoverflow.com/questions/5475938/having-a-flex-project-how-to-compile-it-with-mxmlc-not-using-flashbuilder-gui/5476362#5476362) so that users who want to compile project on their own would be capable of doing such thing without buying FB. So we use something like `<code>-dump-config slotConfig.xml</code>` as flex compiler argument. This generates a file for us... with lots of detailed comments like this one I generated [from that project](http://code.google.com/p/cloudobserver/source/browse/?r=977#svn/trunk/CloudObserverAdvancedPlayer):

```
<pre><code>&lt;flex-config>
  &lt;!-- benchmark: output performance benchmark--&gt;
  &lt;!-- benchmark usage:
  &lt;benchmark>boolean&lt;/benchmark>
--&gt;
  &lt;compiler>
    &lt;!-- compiler.accessible: generate an accessible SWF--&gt;
    &lt;accessible>false&lt;/accessible>
    &lt;!-- compiler.actionscript-file-encoding: specifies actionscript file encoding. If there is
no BOM in the AS3 source files, the compiler will use this file encoding.--&gt;
    &lt;!-- compiler.actionscript-file-encoding usage:
    &lt;actionscript-file-encoding>string&lt;/actionscript-file-encoding>
--&gt;
    &lt;!-- compiler.allow-source-path-overlap: checks if a source-path entry is a subdirectory
of another source-path entry. It helps make the package names of MXML components
unambiguous.--&gt;
    &lt;allow-source-path-overlap>false&lt;/allow-source-path-overlap>
    &lt;!-- compiler.as3: use the ActionScript 3 class based object model for greater
performance and better error reporting. In the class based object model most built-in
functions are implemented as fixed methods of classes.--&gt;
    &lt;as3>true&lt;/as3>
    &lt;!-- compiler.context-root: path to replace {context.root} tokens for service channel
endpoints--&gt;
    &lt;!-- compiler.context-root usage:
    &lt;context-root>context-path&lt;/context-root>
--&gt;
    &lt;!-- compiler.debug: generates a movie that is suitable for debugging--&gt;
    &lt;debug>true&lt;/debug>
    &lt;!-- compiler.defaults-css-files usage:
    &lt;defaults-css-files>
      &lt;filename>string&lt;/filename>
      &lt;filename>string&lt;/filename>
```

<p>As a developer of a traditional ASP.NET web application (non-MVC) who is getting requests for a mobile-friendly version, I'm wondering where I might find some wisdom about the best way to approach the problem. We currently mask most of our database access through web service calls.</p>

<p>It seems like many shops would find themselves in this situation: We have limited resources and don't wish to create a maintenance headache by having versions of an application diverge greatly. </p>

<p>Is there a set of best practices for taking an existing System.Web application and reorganizing code in order to accommodate adding mobile-friendliness. The general approach I'm thinking of is:</p>

Make small stylistic changes on the client using CSS or even JavaScript.

Make any necessary changes in data, workflow, or markup in server-side code.

Keep as much code as possible common to the two versions by organizing non-UI logic into separate assemblies. Conditional compilation would be used in code-behind where UIs must diverge.

<p>What are the gotchas that I'll run into with this approach?</p>

5540884

Resources for combining traditional and mobile ASI

<p>I'm using XCode 4, and in my project build settings, I've set :</p>

```
<pre><code>Preprocessor macros
  Debug  DEBUG;FULL
  Release FULL
</code></pre>
```

<p>and in another target of the same project :</p>

```
<pre><code>Preprocessor macros
  Debug  DEBUG;LITE
  Release LITE
</code></pre>
```

<p>The two targets are using exactly the same files, except the plist info file that is made distinct. </p>

<p>Then later in my code, I wrote :</p>

```
<pre><code>#ifdef FULL
  // ##### FULL VERSION
  NSLog(@"test");
  // #####
#endif
</code></pre>
```

<p>But the log is never written.</p>

<p>What am I doing wrong ?

I don't want (need) to set a value to the FULL statement.</p>

5557474

Xcode - defining a preprocessor macro for conditio

<p>Greetings,
I'm trying to figure out how to pull off the following scenario with MSBuild and Visual Studio 2010.</p>

I have a set of three services that I would like to install. The default installation directory should vary with the build (qa, uat, and production).
To add another fun wrinkle to this whole thing, sometimes the uat environment can be pressed into service when we are at peak load, so each build of the service will need to have a different name. It doesn't happen frequently, but it is on the list. How can I configure the service installers to alter the service name dynamically?
I want to be able to create MSI installers for the services (for whatever the current build is). I have an existing and extensive MSBuild script for the various websites I'm working with already, but I'm a little unsure how to proceed with making the services work.
Obviously, the configuration files for each service build will be different.
I've added installer classes for each of the services.

<p>I guess I'm a little confused with how to start this, so any help I can get would be awesome. I had considered simply hardcoding the different service names and using conditional compilation statements to set them, but I don't think doing so is a particularly clear way to go about it all. Any thoughts?</p>

5559317

Generating MSI installers for windows services with

<p>I have a flash project that shall target different platforms. However - code is not completely the same for the different platforms.</p>

<p>using compiler statements and config blocks like</p>

```
<pre><code>CONFIG::MOBILE{  
    ...mobile specific code here...  
}  
</code></pre>
```

<p>I can easily maintain the different versions within the same project.</p>

<p>However - there should also be different mainapp-app.xml files be used for the different versions - or depending on the compiler flags different content within the mainapp-app.xml</p>

<p>how can I do that?</p>

5566135

Flash Builder: conditional compilation - app.xml

<p>how can I do the following in a Flex project?</p>

```
<pre><code>package{

#ifdef BAR
    class Foo{
        ...implementation of Foo....
    }

#else
    class Foo{
        ...alternative implementation of Foo
    }
#endif
}
</code></pre>
```

<p>if I try to do it with the following compiler statements

-define CONFIG::BAR,true
-define CONFIG::NOBAR,false</p>

<p>and program it this way:</p>

```
<pre><code>package{

CONFIG::BAR{
    class Foo{
        ...implementation of Foo....
    }
}

CONFIG::NOBAR{
    class Foo{
        ...alternative implementation of Foo
    }
}
}
</code></pre>
```

<p>then flash builder gives me a compile error:</p>

<p>In C, I usually read text files one character at a time (e.g. in the loop of a FSM, tokenizing and parsing at the same time). Unfortunately, some operating systems use different methods to mark the end of a line, e.g. Unix (<code>"\n"</code>), Mac OS (<code>"\r"</code>) and DOS/Windows (<code>"\r\n"</code>).</p>

<p>Hence my question: how do I properly detect line endings across text files from different operating systems?</p>

<p>My current approach is to treat <code>'r'</code> as <code>'n'</code> and ignore empty lines. Unfortunately, this approach only works as long as empty lines don't change the semantics of the underlying text.</p>

<p>I wouldn't want to "detect" the line ending style for each file, and I certainly don't want solutions based on <code>#ifdef</code> or other kinds of conditional compilation. Are there any valid solutions left?</p>

5601581

How to detect line endings across text files from di

<p>I have the following javascript:</p>

```
<pre><code>&lt;script type="text/javascript"&gt;
function doReveal() {
  if (@Model.C1 == true) {
    document.getElementById('A1').style.backgroundColor = 'yellow';
  }
  if (@Model.C1 == false) {
    document.getElementById('A1').style.backgroundColor = 'yellow';
  }
&lt;/script&gt;
</code></pre>
```

<p>I wanted to make it so that the function doReveal would check the Model.C1 (which is a boolean) and then change the background color if it was true. </p>

<p>However I get a message saying "conditional compilation is turned off" and a green squiggle under the Model.C1 and also the background color never changes even when I have both a true and false.</p>

<p>I tested out the background change line and that works outside of the "if's". </p>

<p>Looking at the page source I see this:</p>

```
<pre><code>if (True == true) document.getElementById('A1').style.backgroundColor =
'yellow';
</code></pre>
```

<p>I changed it and removed the ==true but it still does not work. Even the following does not work. Yet it works if I remove the "if (True)" and just set the color. </p>

```
<pre><code>if (True) document.getElementById('A1').style.backgroundColor = 'yellow';
</code></pre>
```

<p>Does anyone know what might be wrong?</p>

I would like to have a list of conditional compilation symbols, maybe a table where each symbol has a checkbox, and then at build time, only symbols that are 'switched' on are included in the compilation. Is there any way to do this besides programmatically changing the project file before each compile?

5706921

Dynamically set conditional compilation symbols

I'm trying to make a library file. The .cpp file has some conditional compiled lines. The code can be found at:

HMC58X3.h <http://sprunge.us/hEYW>

HMC58X3.cpp <http://sprunge.us/faRN>

HMC58X3_raw.pde <http://sprunge.us/BFVj>

Basically, in the Arduino sketch file `HMC58X3_raw.pde` I define ISHMC5843 and in both `HMC58X3.cpp` and `HMC58X3.h` I do have different code to be compiled depending if that flag has been enabled.

The conditional compilation seems to work for `HMC58X3.h` while it doesn't for `HMC58X3.cpp`. It always looks as if ISHMC5843 hasn't been defined. How can it be made to work?

5795354

Conditional compilation from .h and .cpp

<p>In my search for a #ifdef-equivalent in Java, I found this great thread that describes a way to do conditional compilation: #ifdef #ifndef in Java</p>

<p>What I don't understand is how this really works:</p>

Why is the 2nd form
(System.getProperty) better than the
1st one (false/true)?

"fast" is not one of Java's

predefined properties. This
probably means that I have to define
it in my code somewhere. What is the
best place to do this in an Android
app? Is onCreate() a good place?

5795920

How does System.getProperty("fast") work?

<p>Currently I am working on a ASP.NET project and Silverlight project, but I wan both of them to shares same helper class, database connector class etc. So I have all those helper classes inside a Class Library project DataServiceLibrary and include the project in both ASP. Net's Solution and Silverlight's Solution.</p>

<p>But since they have some difference between ASP.Net and Silverlight, so I got a lot of conditional compile statement in the DataServiceLibrary. Then I define the Conditional compilation symbols at the project Properties => Build => General => Conditional Compilation Symbols.</p>

<p>The problem is the Conditional Compilation Symbols will save into the project, so if I save the Conditional Compilation Symbols as ASP in ASP's solution. Then it will overwrite the one I wrote in Silverlight solution.</p>

<p>I wonder is there a way I can define the Conditional Compilation Symbols under whole solution? </p>

<p>Thanks in advance,
King</p>

5860645

Share a conditional compile class library in two sol

I am trying to use the MinGW GCC toolchain on XP with some vendor code from an embedded project that accesses high memory (>0xFFFF0000) which is, I believe, beyond the virtual mem address space allowed in 'civilian' processes in XP.

I want to handle the memory access exceptions myself in some way that will permit execution to continue at the instruction following the exception, ie ignore it. Is there some way to do it with MinGW? Or with MS toolchain?

The vastly simplified picture is thus:

```
////////////////
// MyFile.c
MyFunc(){
    VendorFunc_A();
}

////////////////
// VendorFile.c
VendorFunc_A(){
    VendorFunc_DoSomeDesirableSideEffect();
    VendorFunc_B();
    VendorFunc_DoSomeMoreGoodStuff();
}

VendorFunc_B(){
    int *pHW_Reg = 0xFFFF0000;
    *pHW_Reg = 1; // Mem Access EXCEPTION HERE
    return(0);    // I want to continue here
}
</code></pre>
```

More detail:

I am developing an embedded project on an Atmel AVR32 platform with freeRTOS using the AVR32-gcc toolchain. It is desirable to develop/debug high level application code independent of the hardware (and the slow avr32 simulator). Various gcc, makefile and macro tricks permit me to build my Avr32/freeRTOS project in the MinGW/Win32 freeRTOS port enviroment and I can debug in eclipse/gdb. But the high-mem HW access in the (vendor supplied) Avr32 code crashes the MinGW exe (due to the mem access exception).

I am contemplating some combination of these approaches:

<p>I'm passing a JSON object to Javascript via the ViewBag with the following code in my view:</p>

```
<pre><code>var jsonResultData = @Html.Raw(ViewBag.JsonResultData);  
</code></pre>
```

<p>This approach works fine but VisualStudio keeps giving me a 'Conditional compilation is turned off' warning. It seems VS wants quotes around @Html.Raw(ViewBag.JsonResultData); If I add quotes jQuery sees the variable as a string rather than JSON data. </p>

<p>Is my approach flawed? Is there another way I should be approaching this? If not can I disable the VS warning? An annoying side effect of the warning is I can't format my code using CTRL K-D.</p>

5970951

Visual Studio "Condiitiional compilation is turned of

<p>I build four different "types" of applications with my framework:</p>

<p>1) Windows Services

2) Normal Applications

3) Service Applications (a normal application with the functionality of a Windows Service but with a local GUI console and an ability to auto-upgrade)

4) Remote GUI Consoles</p>

<p>Now I can detect, through code, if the application is a Windows Service. But currently to detect between the others I use DEFINES that need to be added to the project file. I would like find an alternate way that does not rely on DEFINES if possible. My initial thoughts are to use the Comments field of the project's version info.</p>

<p>Any ideas?</p>

<p>Edit: I am after a general technique that works regardless of how I "type" my applications. At the moment I use DEFINES from the project configuration, which works, but makes the code slightly messier than using "if" code switches, and because it is stored in the .dproj file, can be hidden from view.</p>

<p>Solution: From David's suggestion I initially used the conditional defines (and any other information such as whether the application was running as a Windows Service) to map all applications to one of the 4 application types, stored in a globally accessible object. Unless linking files that made no sense to include with a particular application type, I replaced almost all of my conditional compilation flags with code, which significantly improved the readability of the code. There are a few other "tweaks" I implemented, but that was the basic implementation.</p>

6052896

Auto-Detect Application "Type"

<p>I see that there are some benefits to conditional compilation using constructs like #ifdef over runtime conditional checks such as smaller compiled file size, probably faster execution, and somewhat easier debugging, but when is it appropriate to use one over the other? Is it a best practice to use runtime conditional checks when the conditional statement being evaluated can only be determined at runtime?</p>

<p>In my opinion mixing #ifdefs with regular if-then-else statements makes the code ugly and harder to read, so I tend to avoid conditional compilation. However I've noticed that in a lot of C# log class examples conditional compilation is used to determine when to perform logging depending on whether symbols such as DEBUG/SHIP/TRACE are defined.</p>

6090716

When is it appropriate to use conditional compilati

<p>First a little background: I'm looking for a way to create a "collection" library that abstracts the Flash Player version based implementation (Vector on FP10, Array on FP9) away from the calling code. I've already written a small AS3 lib doing that but...</p>

...the performance is bad (especially because of two levels of indirection and the runtime type checks on the Array implementation)

...the code is ugly (since Vector types need to be defined at compiletime I needed a factory returning concrete Vector instances based on an Enum that contains only the supported types)

<p>I'm currently looking into Haxe as a possible solution since it supports type parameters and is able to compile to various Flash Player versions (and apparently compiles into mmcode optimized bytecode).</p>

<p>Now, my question is: Is there a way to write a library in Haxe that can be used like this in AS3 code</p>

```
<pre><code>var foo:IMyInterface = new MyImplementation(int);
var bar:IMyInterface = new MyImplementation(getDefinitionByName("my.package.
MyClass"));
</code></pre>
```

<p>with <code>IMyInterface</code> exposing the required methods (<code>push</code>, <code>pop</code>, ...)?</p>

<p>The basic idea is that I want to provide the type information at runtime and get a typesafe Flash Player version independent "collection" for use in the calling code without having to bother with conditional compilation fragments all over the place.</p>

<p>Can Haxe do something like that and if yes, how can I make it work?</p>

6097212

Is it possible to write an AS3 library with Haxe that

<p>When debugging my code, I often throw breakpoints in to check the values of local variables to make sure everything is on the right track.</p>

<p>Lately, when I make changes to my code and recompile, all my breakpoints turn into the outline of a circle (instead of a full red circle) and it gives me an error that reads;</p>

<blockquote>

<p>The breakpoint will not currently be hit. No executable code is associated with this line. Possible causes include: conditional compilation or compiler optimizations.</p>

</blockquote>

<p>What's strange about this issue is that I can simply remove and add the breakpoint and everything will work completely fine.</p>

<p>I am not using any type of conditional compilation or compiler optimizations. Does anyone know what this means or how to fix this? It gets quite annoying replacing 10-12 breakpoints each time I compile.</p>

6100871

Visual Studio Breakpoint Warning

I have a project with one main Cocoa application, a bunch of plugins, and a couple of helper apps. The helper apps have their own targets, and as I want the app build-able without the plugins, the main app has its own target (call it AppTarget), but I usually build it all in an Aggregate Target (call it TargetA). I also have another Aggregate Target with TargetA, another plugin, and an additional Copy Files Build Phase (TargetB). This all works as expected. I'm trying to create a new Aggregate Target, TargetC, which contains TargetA, and which will have (but doesn't yet) have a Run Shell Script Build Phase.

The problem I'm running into is that I'm trying to use GCC_PREPROCESSOR_DEFINITIONS to #define a symbol, TARGETC, for conditional compilation (#ifdef TARGETC ... #endif), but it's not being included in the build parameters when I look in the build log, and the behavior of the app matches the build log -- the GCC_PREPROCESSOR_DEFINITIONS failed (I tried both TARGETC and TARGETC=1. I tried adding an OTHER_CFLAGS User-Defined Setting (setting it to -DTARGETC=1), but that didn't work either.

The documentation says that User-Defined Settings on Aggregate Targets trickle down to their subtargets, but it seems that this only goes down one level - TargetA may be getting it, but the AppTarget sure isn't. Is this a bug, expected behavior, or am I doing something wrong?

6105872

Nested Aggregate Targets in Xcode don't seem to p

i was in the process of doing a fun project gathering music info/playable links etc using different api's . I was testing simultaneously on Firefox 3.6, 4 and chrome for looks and js corrections (and js lint ofcourse). this morning i fired up IE (IE 9) and bam!! everything is absent. IE9 seriously messed up with my css and then some problem with conditional compilation. i am using jquery and jquery UI.</p>

i checked for json2.js
and divx webplayer issues.. .but that do not works out .. (even added a var JSON = JSON || {};
var allowsCC = /*@cc_on!@*/!1; as suggested by people here in other posts)</p>

can someone take a quick glance
http://eargasm.x10.mx/ (temporary link)</p>

PS: site is very buggy in terms of functionality (its been 20 days only and i am 21 days old in web world, so questions might be silly), wait it to load till u see an error 100 (left below) and reload once more(some odd problems, i am working on them), at times double clicks instead of clicks are binded. </p>

EDIT: IE9 is placing them far below... if we highlight a part and drag mouse towards below.. </p>

6166569

js , html5, css, cross browser issues

I know there isn't such a thing as conditional compilation as in C/C++ but I wonder if it is possible to produce a java program conditionally based on requirements. For example, there could be a public version which contains some features and private version which contains more features.</p>

Am I right to believe that the only way to achieve this is with the help of something like plugins, i.e. the different features are found dynamically if they are present in the classpath?</p>

6200488

Conditional Java Package Distributions

<p>Is there a way for my ASP.net Application to know if it's running within SharePoint (2010), but without referencing SharePoint Assemblies? (So I can't just check if SPContext.Current is null).</p>

<p>I wonder if it's viable to get all Assemblies that are loaded by name? So if I see that my AppDomain contains a Microsoft.SharePoint assembly then I know I'm in SharePoint.</p>

<p>Use case: The Assembly runs outside of SharePoint as well, but referencing SharePoint DLLs requires to deploy them (not possibly due to licensing) or getting Exceptions when I access a SharePoint method.</p>

<p>At the moment I use conditional compilation, but I'd like to get away from that and use a DI-mechanism to choose one of two classes, depending if I'm in SharePoint.</p>

6232144

Detecting if I'm running in SharePoint

<p>I've been programming a template structure and after make it work I decided to use it on some other project. The template consists in two files. ListOctree.cpp and ListOctree.h. While they compile and run just fine on their own (I can run the structure self-test).</p>

<p>When using them on the other project, both ListOctree.cpp/.h are on the ./Util directory but while Visual Studio seems to find the .h file (I can use the .h declarations anywhere on the project), it seems like it can't find the .cpp source file where all the code declared on the .h is declared.</p>

<p>The files are part of the project. Its tree is something like this:</p>

```
<pre><code>program.cpp &lt;-- includes "Util/ListOctree.h"
/Util
  ListOctree.cpp
  ListOctree.h
</code></pre>
```

<p>All the classes and functions from ListOctree belong to the Util namespace.</p>

<p>The error that Visual C++ throws is:
error LNK2019: símbolo externo "public: __thiscall Util::ListOctree::ListOctree(int)" (...) sin resolver ...</p>

<p>Aprox. in english:
error LNK2019: external symbol "public: __thiscall Util::ListOctree::ListOctree(int)" (...) not resolved ...</p>

<p>When rebuilding the solution the Util/ListOctree.cpp is compiled and the .obj file generated yet it seems not to be able to link it together</p>

<p>I can also post the .h file but I find it too long to post now.</p>

<p>Annex: where and how I'm using the .h file</p>

```
<pre><code>#include "Util/ListOctree.h"
//...
void main (){
//...
  ListOctree<int>* a = new ListOctree<int>(8);
//...
}
```

<p>I have two assemblies, created through conditional compilation (dev and real).</p>

<p>The public surface of these assemblies is 100% identical: both are strongly named; both are signed with the same <code>.snk</code> and therefore have the same <code>PublicKeyToken</code>; both have the same culture and the same version. I cannot change this: making them appear identical is the whole point.</p>

<p>However, on my machine the real assembly is in the GAC. I have an ASP.NET 3.5 WebForms app that references the dev assembly. It absolutely must do that; the real assembly crashes the app.</p>

<p>Is there a way to force a specific ASP.NET application to use the dev one (which is in <code>/bin</code>), given that:</p>

- There is one in the GAC.
- Both have the same <code>Version</code> and <code>PublicKeyToken</code>.
- Both are strongly named/signed with the same key.
- I can not change them, can't change the version, and can't remove the key.

<p>I noticed that someone already asked this in #991293, but the accepted answer involved removing the signing, which isn't an option here.</p>

<p>Am I out of luck?</p>

6298830

Force load an assembly from the /bin and not the G

<p>I have a document that has VBA macros in it and when I try to open it in word 2010 64bit it complains that the code should be updated for use on 64 bit systems. I added conditional compilation clauses #If Not 64Bit but this did not help. Is there anything else that might be done?</p>

6306825

MS Word VBA in document saved in word 2003 cal

<p>I have a web application written in Flex and I'm trying to build an AIR application from the same code base using conditional compilation.</p>

<p>In the AIR application, I need to have import statements such as the following:

```
import flash.data.SQLConnection;
```

```
import flash.filesystem.File;
```

but I cannot have these import statements in the web application because they are AIR only classes.</p>

<p>I thought I could use conditional compilation to overcome this issue but then I read the following on page <a href="http://help.adobe.

```
com/en_US/flex/using/WS2db454920e96a9e51e63e3d11c0bf69084-7abd.html" rel="
```

```
nofollow">http://help.adobe.
```

```
com/en_US/flex/using/WS2db454920e96a9e51e63e3d11c0bf69084-7abd.html</a>:
```

"You cannot use constant Boolean values to conditionalize metadata or import statements."

</p>

<p>If that's the case, how can I have common codebase for Flex based web as well as desktop applications? Has anyone solved this conundrum?</p>

<p>Thanks,</p>

<p>Dilip</p>

<p>More on this question after some trials and errors...

I have 3 projects in Eclipse for this project... one for web application, one for AIR application and one for the common source code. In the web and AIR project, I point to the common source code. In the common code, I used conditional compilation and it looks like you can do something like the following:

```
CONFIG::desktopMode {
```

```
import flash.data.SQLConnection;
```

```
import flash.events.SQLEvent;
```

```
import flash.events.SQLErrorEvent;
```

```
import flash.filesystem.File;
```

```
}</p>
```

<p>and similar approach to include web or AIR specific functions during compilation. The approach seems to have worked so far!</p>

<p>The only place I have run across issues is in my Cairngorm's model locator. If I put CONFIG::desktopMode around import statements in Cairngorm's model locator, it starts

<p>I'm learning about conditional compilation and I think that I understand it well so far.
Now, if I have the code:</p>

```
<pre><code> #ifdef UMP_TO_FILE
    //do something here...
#endif
</code></pre>
```

<p>and I run:</p>

```
<pre><code> gcc myprogram.c -DUMP_TO_FILE
</code></pre>
```

<p>Then, the code block "//do something here..." gets compiled. Now, my question is:</p>

<p>What exactly the -DUMP_TO_FILE flag does?</p>

<p>I think that the flag is "-D" and it defines the macro "UMP_TO_FILE", but I want to be sure of the syntax and "gcc --help" does not tell me anything about this and maybe I don't know how to search for this on the Internet!!</p>

<p>Thank you very much for sharing your knowledge!</p>

6338244

gcc conditional compilation

<p>How can I check whether my compiler supports rvalue references or not? Is there a standard preprocessor macro, or do different compilers have different macros? Ideally, I would want to write this:</p>

```
<pre><code>#ifdef RVALUE_REFERENCES_SUPPORTED

foobar(foobar&& that)
{
    // ...
}

#endif
</code></pre>
```

6492581

Conditional compilation for move operations

<p>Do any of the JS compressors allow you to do <code>#ifdef</code>-pre-processing-type things with JScript conditional compilation?</p>

<p>If <code>@set</code> to defines a “variable” couldn't a JS compressor remove code that the conditional compilation logic defines at not compiled?</p>

<p>I'm a little unsure of JScript syntax but perhaps something like this</p>

```
<pre><code>/*@cc_on
  @set (@version = 1)
  @if (@version == 1)
    alert('Version 1');
  @else
    alert('Not version 1');
  @end
@*/
</code></pre>
```

<p>could compress into</p>

```
<pre><code>alert('Version 1');
</code></pre>
```

<p>I'm trying to write classes which handle different number types. I know that C# (and .Net in general, I believe) has no <code>INumber</code> interface, so I cannot use something like the following:</p>

```
<pre><code> public class Adder<T> where T:INumber
{
    public T Add(T a, T b)
    {
        return a + b;
    }
}
</code></pre>
```

<p>That's okay, though, because I'd like to avoid the boxing/unboxing of every one of my numbers. I could, however, use conditional compilation for each type I want to support:</p>

```
<pre><code>#if FLOAT
public class AdderF
{
    public float Add(float a, float b)
#else
public class Adder
{
    public int Add(int a, int b)
#endif
{
    return a + b;
}
}
</code></pre>
```

<p>This means I'll need to compile a different <code>Library.dll</code> and <code>LibraryF.dll</code>, however. Is there any more elegant solution to this?</p>

<p>Obviously, in my example, I can simply write the code twice. I would like to use this process, however, to create large complicated data structures with an integer version and floating-point version, so do not want the possibility of copy-paste errors when updating my structure. Nor do I want the speed loss from wrapping the floating-point structure in an integral-wrapper, and unnecessarily converting all inputs to the more lenient data type.</p>

I am working on a library which depends on Scala 2.9 but only for a minor feature. I would like to propose version compatible with 2.8, but I don't want to maintain two code branch. Since I'm using SBT, I would like to benefits from it cross-compilation features.

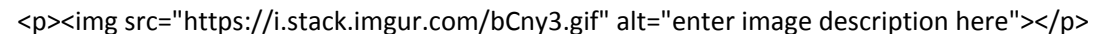
However I don't know is there is a way to provide an equivalent of conditional compilation, to include a piece of code only if Scala 2.9 is used. Reflexivity could be an option (but how?).

Edit: The features I am using in 2.9 are the new `sys` package object.

6579661

Conditional compilation in Scala

For sake of backwards compatibility I need to have a stored proc run on both sql server 2005 AND sql server 2008. However due to some commands being deprecated in sql server 2008 my script compiles on 2005 but fails on 2008. I am looking for the c++, c# equivalent of `#define`, `#ifdef` so I can compile the same script on 2005 & 2008. What is the standard practice on this ? Attached screenshot explains in detail. thank you



6612224

ifdef type conditional compilation in T-SQL sql sei

We have `CODE_ANALYSIS` defined in our C# components so that FxCop analyzes them when we build them on our development boxes. I would like to have FxCop turned off when it runs through our build system. The build system is obviously using the `msbuild.exe` command line command. Is there a way to modify the conditional compilation symbols from this executable? If not, does anyone know any other possible solutions to my problem (other than turning it off manually)?

Thanks.

6650693

Can you turn off conditional compilation symbols fi

<p>I've got a c# foreach loop that is outputting some javascript to initialize some progress bars on my razor view. </p>

```
<pre><code>@foreach (var item3 in Model)
{
    @:$("#campaignMeter-@item3.ID").wijprogressbar({ value: @((item3.TotalRedeemed /
item3.TotalSold) * 100), fillDirection: "east" });
}
</code></pre>
```

<p>The problem I'm having is visual studio is reporting "Conditional Compilation is Turned Off" on the foreach loop, and the small calculation for value is always coming out as 0, despite TotalRedeemed and TotalSold having values. Am I using the @: operator properly? Thanks for your help.</p>

<p>I've tried both suggestions so far and this is what I currently have:</p>

```
<pre><code> @foreach (var item3 in Model)
{

    var percentage = (item3.TotalRedeemed / item3.TotalSold) * 100;

    &lt;text&gt;$("#campaignMeter-@item3.ID").wijprogressbar({ value: @percentage,
fillDirection: "east" });&lt;/text&gt;

}
</code></pre>
```

<p>percentage is coming out as 0, but TotalRedeemed and TotalSold have values, as they are printed on the view before this is called. Is there a way to set a break point on my view to see what percentage is before its printed?</p>

<p>I've heard of mono for developing cross platform .Net applications but why does the .Net Framework itself include conditional compilation, for example </p>

```
<pre><code>#if PLATFORM_UNIX
...
#endif // PLATFORM_UNIX
</code></pre>
```

<p>as can be seen in the .Net Framework Reference Source for System.IO.Path</p>

6698743

When does .Net run on UNIX?

I have a program to find the reciprocal of a number but the main program is written in C and the `reciprocal` function is written in c++.Next I have a header file `reciprocal.hpp` that has some of the conditional compilation code that makes the `reciprocal` function an extern function.Can someone please explain me what is there in the `reciprocal.hpp` program.

main.c

```
#include<stdio.h>
#include<stdlib.h>
```

```
int main(int argc,char **argv)
{
    int i;
    i = atoi(argv[1]);
    printf("\nThe reciprocal of %d is %f\n",i,reciprocal(i));
    return 0;
}
```

reciprocal.cpp

```
#include<cassert>
#include "reciprocal.hpp"
```

```
double reciprocal(int i)
{
    assert( i != 0);
    return 1.0/i;
}
```

reciprocal.hpp

```
#ifdef __cplusplus
extern "C"
{
#endif
```

```
extern double reciprocal(int i);
```

```
#endif
```

<p>Can I combine some IFDEFS in my source?</p>

<p>For example:</p>

```
<pre><code>{$IFDEF INCOMING or OUTGOING}
...
{$ENDIF}
</code></pre>
```

<p>Thanks for your help:
dd</p>

6790274

<p>The following snippet triggers a "Conditional compilation turned off" warning in one of my views. Do you have an idea on how to fix it?</p>

```
<pre><code>&lt;script type="text/javascript"&gt;
$(document).ready(function () {
    @RenderSection("jQueryDocumentReady",false)
});
&lt;/script&gt;
</code></pre>
```

<p>I tried to insert a semicolon at the end of the render section statement but it didn't help.
</p>

<p>Thank you.</p>

6807406

Delphi - How to use more defined values in conditionals

Conditional compilation turned off warning when rendering

<p>I would like to do the following, but the compiler doesn't like it:</p>

```
<pre><code>unsigned short foo = 1;
// do something with foo
#if sizeof(short) * CHAR_BIT > 16
    foo &= 0xffff;
#endif
</code></pre>
```

<p>I know this expression can always be fully evaluated at compile time, but maybe it's only evaluated after the preprocessor does it's thing? Is this possible in ANSI C or do I just have to do the check at run time?</p>

6828321

Conditional Compilation and compile time evaluati

I wrote a class method using STL `find_if`. The code is the following:

```
<pre><code>void
Simulator::CommunicateEvent (pEvent e)
{
    pwEvent we (e);
    std::list<pEvent> l;

    for (uint32_t i = 0; i < m_simulatorObjects.size (); i++)
    {
        l = m_simulatorObjects[i]->ProcessEvent (we);
        // no action needed if list is empty
        if (l.empty ())
            continue;
        // sorting needed if list comprises 2+ events
        if (l.size () != 1)
            l.sort (Event::Compare);

        std::list<pEvent>::iterator it = m_eventList.begin ();
        std::list<pEvent>::iterator jt;
        for (std::list<pEvent>::iterator returnedElementIt = l.begin ();
            returnedElementIt != l.end ();
            returnedElementIt++)
        {
            // loop through the array until you find an element whose time is just
            // greater than the time of the element we want to insert
            Simulator::m_eventTime = (*returnedElementIt)->GetTime ();
            jt = find_if (it,
                m_eventList.end (),
                IsJustGreater);
            m_eventList.insert (jt, *returnedElementIt);
            it = jt;
        }
    }
}
</code></pre>
```

Unfortunately, I later discovered that the machine that will run the code is equipped with the libstdc++ library version 4.1.1-21, which apparently is lacking `find_if`. Needless to say, I cannot upgrade the library, nor can I ask someone to do it.

<p>I have three files in my project. </p>

<p>a.c

b.c

test.h</p>

<p>test.h declares a</p>

```
<pre><code>namespace test_namespace {  
    int i;  
    void f1();  
};  
</code></pre>
```

<p>test.h is also surrounded by </p>

```
<pre><code>#ifndef __x  
#define __x  
...  
#endif  
</code></pre>
```

<p>now, a.c includes test.h and b.c also includes test.h .
a.c has the main() function, and b.c has the implementation of test_namespace::f1()</p>

<p>However, on compiling this, I get a linking error - </p>

```
<pre><code>"test_namespace::i is already defined in &lt;b.c's object file mapping in  
</code></pre>
```

<p>If I've taken care to include conditional compilation preprocessor directives in test.h, why
is it being included in both files a.c and b.c ? </p>

<p>Also is noteworthy that if I compile b.c separately as a shared library and then use it as a
shared library while linking a.c's object file, i don't get this error.</p>

<p>Can someone please explain the above error to me, specially in the face of the conditional
compilation directives ? </p>

I have a section of code downloaded from [codeProject](http://www.codeproject.com/KB/audio-video/SampleGrabber.aspx?fid=1538273&df=90&mpp=25&noise=3&prof=False&sort=Position&view=Quick&fr=51#xx0xx).

The `#if` preprocessor directive doesn't appear to work like I would have expected it to work.

I have not defined DSHOWNET in MyProject >> Properties >> Build Tab >> Conditional compilation symbols (the dialog box is empty)

In the code below, an error `DShowNET could not be found` is shown when the project is built. Since DSHOWNET was never defined, I'm surprised that the 'using DShowNET' is even processed.

```
using System;
using System.Collections;
using System.Runtime.InteropServices;
#if DSHOWNET
using DShowNET;
using DShowNET.Device;
#else
#if VS2003
#else
using System.Runtime.InteropServices.ComTypes;
#endif
using DirectShowLib;
#endif
</code></pre>
```

Does the `#if` preprocessor directive work in the Visual Studio Express version? Does DSHOWNET need to be explicitly 'undefined'? Or am I missing some other basic concept?

Reading [this post](http://stackoverflow.com/questions/2951128/c-and-asp-net-mvc-using-if-directive-in-a-view) here on stackoverflow want to load a different css when compiling for release mode.

Code:

```
<code>@{ #if (Debug)
&lt;link href="@Url.Content("~/Content/Site.css")" rel="stylesheet" type="text/css" /&gt;
#else
&lt;link href="@Url.Content("~/Content/Site-min.css")" rel="stylesheet" type="text/css"
/&gt;
#endif
}
```

Attempt 2

```
<code>@{ #if (Debug) }
&lt;link href="@Url.Content("~/Content/Site.css")" rel="stylesheet" type="text/css" /&gt;
@{ #else }
&lt;link href="@Url.Content("~/Content/Site-min.css")" rel="stylesheet" type="text/css"
/&gt;
@{ #endif }
</code>
```

I tried to DEBUG in uppercase
But no change has no effect when compiling Debug to Release

7094647

Conditional compilation does not work

I have a common unit that does some logging to GExperts Debugger and/or OutputDebugString. I am going to use it in a console app, so I want it to be able to output to stdout via `writeln()`.
The main executable has {\$APPTYPE CONSOLE} already, but I don't think that'll help me here. The logging routine will be called from several places:

- the main console app, which will link to a BPL,
- from another BPL that "requires" the first bpl, and.....
- from a DLL that statically links the unit.

The BPLs and DLL will be built with no visibility to the {\$APPTYPE CONSOLE} directive, so I can't use IFDEF conditional compilation. The BPL and DLL need to be able to go either way, depending whether the main app is a regular winapp or console app.

One ugly solution that occurred to me is to use the name of the executable. ex:

```
if (UpperCase(ExtractFileName(ParamStr(0))) = 'MYCONSOLEAPP.EXE') then ...
```

But I hate to do that, as I could have other console apps...

I'd rather just have a magic function `AmlAConsoleApp : boolean;`
Is there anything like that?
I'm using Delphi2005 on this project.

Update: I see that I'm kind of a duplicate of <http://stackoverflow.com/questions/744693/how-do-i-detect-if-im-running-in-the-console> this question, but I'd like to survey the Delphi folks to see if there's a better approach.

7182264

How to determine if I'm running as a console app?

<p>When I add a Preprocessor Macro in XCode 4 to one of my targets, it is used and conditional compilation occurs as I expect it to.</p>

<p>However, if I move that setting to the project level and out of one of my targets the preprocessor macro apparently is ignored and not used at all.</p>

<p>I verified that the macro is defined at all if I put it in the project's build setting through logging that is only compiled in when that macro is enabled.</p>

<p>How can that be?</p>

<p>System: OS X Lion, XCode 4.1 build 4B110, building for iOS 4.3.5, using the LLVM compiler, not GCC.</p>

7189450

Preprocessor Macros ignored in XCode's project se

<p>I'm looking for a JavaScript minifier which will have some kind of support for something similar to conditional compilation directives.</p>

<p>So for example, the original JavaScript code could look like something similar to this:</p>

```
<pre><code>//#if Dev
    showLoginScreen();
//#else
    login("DevUser", "qwerty1");
//#endif
</code></pre>
```

<p>So the original code could contain a directive <code>#define Dev</code> but once it goes into production that <code>#define Dev</code> would be removed, and the minifier would exclude the line <code>login("DevUser", "qwerty1");</code> from its output.</p>

<p>Do any minifiers support this kind of behavior?</p>

7196335

Is there a JavaScript minifier with conditional direct

<p>It seems when I instrument an assembly using OpenCover, assemblies with the SecurityTransparent attribute (and AllowPartiallyTrustedCallers it seems) will throw a VerificationException. I'd like to know why that is and if there is an alternative solution to recompiling the assembly without those attributes included i.e. conditional compilation, as seen in the downloaded code for MVC3 (but strangely I can't find the same when I browse the repository on codeplex). Note without those assembly attributes the coverage runs without issue.</p>

<p>OpenCover uses a CALLI instruction to send instrumentation data (sequence point identifier) to the profiler. It seems the act of calling this instruction causes the exception to occur; the instrumentation part seems fine and the JIT compiles the new instrumented method without issue. The act of instrumentation doesn't cause issues because if I remove all instrumentation other than make Tiny methods Fat and small branches long the code executes without issue.</p>

<p>Currently I am using Mono.Cecil to examine assemblies that pass the "include-in-coverage" filter and report the issue to the user whilst skipping the instrumentation and then continue, but I'd like to know if there is anything I can do during the profiling to avoid this issue and avoid recompilation.</p>

<p>So to sum up 2 questions "Why does it happen?" and "Can I avoid it without recompilation?" </p>

<p>NOTE: PartCover also seems to exhibit this issue and it uses a different method to record visit points.</p>

<p>NOTE: I am the developer of OpenCover (an open source code coverage tool) and currently the maintainer of PartCover.</p>

<p>

I'm looking for a way to check if a framework exists and/or if it's classes are defined, before importing and using that framework. Specifically, the framework is Assets Library.</p>

<p>Currently, I'm able to do this with the Core Data framework, since that framework has a file called CoreDataDefines.h which provides a preprocessor directive `_COREDATADEFINES_H`. This allows me to simply check for that definition like so:</p>

```
<pre><code>#ifdef _COREDATADEFINES_H
#import <CoreData/CoreData.h>

// do something with Core Data

#else

// do something without using Core Data

#endif
</code></pre>
```

<p>
Unfortunately, the Assets Library does not provide a clear definitions header file so I'm looking for a way to write my own `#define` statement that can check for the framework's existence before importing it, much like I have done for Core Data above.</p>

<p>I have tried this:</p>

```
<pre><code>#if __IPHONE_OS_VERSION_MAX_ALLOWED >= 40000
// import assets library if defined !
#define ASSETSLIBRARY_DEFINE (NSClassFromString(@"ALAsset") != nil)
#if ASSETSLIBRARY_DEFINE
#import <AssetsLibrary/AssetsLibrary.h>
#endif
#endif
</code></pre>
```

<p>... but no luck.

The compiler tells me that the "Token is not a valid binary operator in a preprocessor subexpression."</p>

<p>
Any help is always much appreciated.</p>

<p>In Flex it is now possible to use the -define compiler option to do all sorts of cool stuff. In my program, I am using the option such that some of my code is excluded by blocks like this:</p>

```
<pre><code>CONFIG::FACEBOOK{  
    //Some code  
}  
</code></pre>
```

<p>And this is working well.</p>

<p>How do I get a similar behaviour with MXML?</p>

<p>I want to do the same thing, but omitting/including MXML tags in this way, not blocks of AS code.</p>

7375037

Flex conditional compilation of MXML?

I have a T4 template that is used with the TextTemplatingFilePreprocessor to generate a class that I can then use to generate the output of the template.

At the start of the T4 template I import several namespaces. E.g.

```
<code>&lt;#&@ import namespace="Company.ProductX.Widgets" #&gt;
&lt;#&@ import namespace="Company.ProductX.Services" #&gt;
//...
</code></pre>
```

I'd like to use [Preprocessor Directives](http://msdn.microsoft.com/en-us/library/ed8yd1ha%28v=VS.100%29.aspx) to switch out these imports with another set of namespaces (which provide the same interfaces but differing functionality to ProductX). E.g.

```
<code>&lt;#
#&if(ProductX)
{
#&gt;
    &lt;#&@ import namespace="Company.ProductX.Widgets" #&gt;
    &lt;#&@ import namespace="Company.ProductX.Services" #&gt;
    //...
&lt;#
}
#&endif
#&gt;
&lt;#
#&if(ProductY)
{
#&gt;
    &lt;#&@ import namespace="Company.ProductY.Widgets" #&gt;
    &lt;#&@ import namespace="Company.ProductY.Services" #&gt;
    //...
&lt;#
}
#&endif
#&gt;
</code></pre>
```

With the above example the imports seem to create the corresponding using statements in the class regardless of the preprocessor directive. E.g.

<p>I have a project in VB.NET 2010 (compiling to x86, .NET 2.0 runtime) that I want to compile into two separate EXEs - a "lite" version and a "full" version. </p>

<p>Unfortunately I cannot make two separate projects as it uses the Adobe Reader COM control - and sharing a form using that control between two projects seems to confuse the IDE (something to do with COM Interop, I assume - if someone knows how to share a form hosting the adobe reader control, that would solve my problem too).</p>

<p>I have found this thread:

C#: VS.NET: Change name of exe depending on conditional compilation symbol however I don't have any MSBuild experience so I need more explicit instructions. </p>

<p>On the "My Project>Compile" tab there is a "Build Events..." button. I was wondering if anyone knows how to set a conditional compilation constant and use that to determine the EXE name (or change it after build). </p>

<p>If all else fails I can rename the EXE manually I suppose, but I'd prefer it to be automated. </p>

7493633

Changing EXE name based on compilation constant

<p>As well as runtime checks for deciding on code paths for an iphone/ipad app, is there a conditional compilation flag anywhere that can be used to reduce code size? Apple seems to suggest it in their development notes, but I can't find anything anywhere.</p>

<p>How do others do this?</p>

<p>Thanks</p>

7497207

Conditional Compilation between ipad and iphone

I would like an Android build system procedure, command line or Eclipse, to generate several .apk files from a single source codebase. Some common reasons for this - having specific versions for markets with different requirements or a free and paid version.

This question IS **NOT** ABOUT:

-

- Packaging shared code into [Android libraries](http://developer.android.com/guide/developing/projects/projects-eclipse.html#SettingUpLibraryProject) or into external Java jars

- Producing a debug vs. [signed release .apk](http://developer.android.com/guide/publishing/app-signing.html)

Google [says](http://developer.android.com/guide/market/publishing/multiple-apks.html#CreatingApks) "you probably need to create separate Android projects for each APK you intend to publish so that you can appropriately develop them separately. You can do this by simply duplicating your existing project and give it a new name." Then they kindly suggest using libraries, which I understand. Then, they mention in passing exactly what I do want: "a build system that can output different resources based on the build configuration"

-

- I know that to accomplish conditional compilation in **JAVA** one can key off a 'public static final' variable. There is an [example of tweaking](http://groups.google.com/group/android-developers/browse_thread/thread/f2c8b35edf131f76) such a value in build.xml. Any more complete example of an Android Ant build configuration for this or a link to an OSS project doing that now, please? BTW, build.xml is auto-generated, but I have seen people hacking it, so how does that work?

- With the package name declared in Manifest.xml as package="com.example.appname", if one needs to emit multiple .apks that vary that name, is one stuck with a separate project for each?

<p>I hope this is a very easy one to solve.</p>

<p>I have a crypto library that will be used for NET1.1 apps and higher. The X509Certificate class is in NET1.1 and X509Certificate2 is in NET2.0 and above.</p>

<p>I want to do something like:</p>

```
<pre><code>#if NET1.1
public void LoadKeys(X509Certificate cert)
{
....
}
#else
public void LoadKeys(X509Certificate2 cert)
{
....
}
#endif
</code></pre>
```

<p>What I'm missing is the compiler symbol!</p>

<p>I found that NET20, NET30 and NET40 exist. However I want to do "if NET1.1, do this; otherwise, go with the advanced model".</p>

<p>Also, bonus question :), do I have to compile in NET1.1 and NET2.0 separately for this to work as intended?</p>

<p>Or can I compile the DLL in NET1.1 and then put in a machine with only NET2.0, and hopefully the ILM will go to the new framework?</p>

<p>Thanks</p>

<p>I have a simple Question.. Is it possible to use binding like this:</p>

```
<pre><code>&lt;my:{Binding Path=Foo} /&gt;
</code></pre>
```

<p>The reason why I want to do this is I need the <code>foo</code> to change by using conditional compilation, for Example:</p>

```
<pre><code>#if BAR
    var foo = "FooBar"
#endif
</code></pre>
```

7606307

Can XAML tag names be bound?

<p>I have a view file(.cshtml) with this C# block in top of file:</p>

```
<pre><code>@{
List<string> selectedCategories = new List<string>();
</code></pre>
```

<p></p>

<p>well I want to use the selectedCategories list in the following javascript block</p>

```
<pre><code>@section scripts{
<script src="../../Scripts/jquery-1.6.4-vsdoc.js" type="text/javascript"></script>
<script type="text/javascript">
    $(document).ready(function () {
        $("#list-all-categories").selectable({
            stop: function () {
                var result = $("#selectedCategories").empty();
                @selectedCategories.Clear()
                $(".ui-selected", this).each(function () {
                    var Mytext = $(this).text();

                    @selectedCategories.Add(Mytext.toString());

                });
            }
        });
    });
</script>
</code></pre>
```

<p></p>

<p>SO, it's does not work!... at all!!</p>

<p>I have some errors like this:

- Conditional compilation is turned off
- The name 'Mytext' does not exist in the current context
- ...<p>

<p>what should I do?!

<p>Is it possible to have conditional compilation in Oracle, where the condition is the existence of a database object (specifically, a table or view or synonym)? I'd like to be able to do something like this:</p>

```
<pre><code>sp_some_procedure is
  $IF /*check if A exists.*/ then
    /* read from and write to A as well as other A-related non-DML stuff...*/
  $ELSE /*A doesn't exist yet, so avoid compiler errors*/
    dbms_output.put_line('Reminder: ask DBA to create A!')
  $ENDIF
end;
</code></pre>
```

7741720

PL/SQL compile conditionally on existence of datab

<p>I'm a relative beginner with Doxygen, and am documenting a C program</p>

<p>Part of the code is:</p>

```
<pre><code>\#include "options.h"
// options.h contains
\#define VAL0 0 // Possible values for PARAM
\#define VAL1 1
\#define PARAM VAL0

// Here's the conditional compilation
\#if (PARAM == VAL0)
// code chunk, which doesn't get compiled by Doxygen
\#endif
</code></pre>
```

<p>The code compiles with GCC as expected, but I get no Doxygen documentation</p>

<p>OK, Doxygen doesn't expand macros, so I tried:</p>

```
<pre><code>\#define SYMEQ(A, B) (A == B) ? 1 : 0

\#if SYMEQ(PARAM, VAL0)

// code chunk

\#endif
</code></pre>
```

<p>Set the Doxygen:</p>

<p>MACRO_EXPANSION = YES</p>

<p>EXPAND_ONLY_PREDEF = YES</p>

<p>No Predefined macros</p>

<p>EXPAND_AS_DEFINED = SYMEQ</p>

<p>No Doxygen output from the conditional part, just up to it</p>

<p>Serious graphics engine like CryEngine3, Unreal Engine 3 have their customized shader language and effect system. While trying to find some effect system for my small graphics framework, it looks like nvidia CgFx is the only choice (seems Khronos had a project called glFx, but the project page is 404 now).</p>

<p>I have several reasons to make an effect system of my own:</p>

I need more control about how and when to pass the shader parameters.

In order to reuse shader snippets, I want to create some c++ macro like mechanism. It's also useful to use macro to do some conditional compilation, and that the way CryEngine used to produce various effects.

Looks like GLSL don't have such effect system

<p>so I am wondering how to create an effect system? Do I need to write grammar parser from scratch or there's already some code/tools able to do this thing?</p>

<p>PS: I am using OpenGL with both GLSL and CG. </p>

7801969

How to create a CgFx like effect system?

I have a client/server app. The server component runs, uses WCF in a 'remoting' fashion (binary formatter, session objects).

If I start the server component and launch the client, the first task the server does completes in <0.5sec.

If I start the server component with VS debugger attached, and then launch the client, the task takes upwards of 20sec to complete.

There are no code changes - no conditional compilation changes. The same occurs whether I have the server component compiled and running in 32-bit, 64-bit, with the VS hosting process, without the VS hosting process, or any combination of those things.

Possibly important: If I use the VS.NET *profiler* (sampling mode), then the app runs as quick as if there were no debugger attached. So I can't diagnose it that way. Just checked, instrumentation mode also runs quickly. Same for the concurrency profiling mode, works quickly.

Key data:

- The app uses fairly heavy multithreading (40 threads in the standard thread pool). Creating the threads happens quickly regardless and is not a slow point. There are many locks, `WaitHandle`s and `Monitor` patterns

- The app raises no exceptions at all.

- The app creates no console output.

- The app is entirely managed code.

- The app does map a few files on disk to a MemoryMappedFile: 1x750MB and 12x8MB and a few smaller ones

Measured performance:

- CPU use is minimal in both cases; when debugger is attached, CPU sits at <1%

- Memory use is minimal in both cases; maybe 50 or 60MB in both cases

- There are plenty of page faults happening (ref MMF), however they happen more slowly when the debugger is attached

- If the VS hosting process is not used, or basically the 'remote debugging monitor' comes into play, then *that* uses a decent amount CPU and creates a good number of page faults. But that's not the only time the problem is occurring

As explained, for example, [here](http://msdn.microsoft.com/en-us/library/fxky5d0w.aspx), we all know of 3 main uses for the void keyword (more experienced C/C++ programmers can skip to the 4th use):

1) As a return type for function that doesn't return anything. This will cause a code sample like this:

```
void foo();
int i = foo();

```

to generate a compiler error.

2) As the only parameter in a function's parameter list. AFAIK, an empty function's parameter list is exactly the same to the compiler and therefore the following 2 lines are identical in meaning:
(**edit:** it is only true in c++. The comments show the difference in c).

```
int foo();
int foo(void);

```

3) void* is a special type of generic pointer- it can point to any variable that is not declared with the const or volatile keyword, convert to/from any type of data pointer, and point to all non-member functions. In addition, it cannot be dereferenced. I will not give examples.

There is also a 4th use that I don't fully understand:

4) In conditional compilation it is often used in the expression (void)0 as following:

```
// procedure that actually prints error message
void _assert(char* file, int line, char* test);
#ifdef NDEBUG
#define assert(e) ((void)0)
#else
#define assert(e) \
((e) ? (void)0 : \
__assert(__FILE__, __LINE__, #e))
#endif

```

<p>Is there a way to compile <code>SWC</code> files in different targets (Debug vs. Release) similarly how you can compile a SWF file with the AS3 Conditional Compiler constants?</p>

<p>This link shows how <code>SWF</code> files can be compiled with predefined compiler constants:

http://flashdevelop.org/wikidocs/index.php?title=AS3_Conditional_Compilation</p>

<p>But I need to know how to achieve this with <code>SWC</code> files instead.</p>

<p>Note: I'm using FlashDevelop (Windows 7) to create the <code>SWC</code> (if that's any help to refine the answer).</p>

8053239

Can SWC files be created in DEBUG and RELEASE ve

<p>I suddenly came up with a scenario and would be keen to know if we can do it. Suppose I am using gyroscope APIs and we all know gyroscopes are available in iPhone 4 and above but not below that I am aware of two things</p>

Conditional compilation of code using macros
Conditional linking of frameworks

<p>But my question is : is it possible to do some changes in app configurations or while uploading app to app store so it does not install in lower configuration devices at all.</p>

<p>Please enlighten me on this.</p>

<p>Regards
Ankit</p>

8119544

Prevent an iPhone app from being installed on a de

I have a small set of source code files for C. I'm trying to piece together a Makefile for them that builds several different outputs from the same set of source code. Each output is customized using target-specific variables.

(The real-world example is firmware that runs on several different circuit board revisions but is built from the same source code and customized using conditional compilation.)

Here's an example Makefile illustrating the problems I've running into:

```
<code>CINPUTFILES = Testfile.c

all: v12target v13target

# the same source code is built several different ways depending on a
# list of preset configurations
v12target: lots_of_common_variables = hello
v12target: more_variables = v12_specific
v12target: Rev12Output.mycommontargets

v13target: lots_of_common_variables = hello
v13target: more_variables = v13_specific
v13target: Rev13Output.mycommontargets

# (more vXXtarget targets omitted)

# TODO: why is @echo required?
%.mycommontargets: %.hex %.elf
    @echo

# TODO: why are these output files deleted?
%.elf: $(CINPUTFILES)
    cp $&lt; $@

%.hex: %.elf
    cp $&lt; $@

# TODO: correct way of adding the dummy mycommontargets to PHONY?
.PHONY : all clean
</code></pre>
```

The idea is that the `all` target builds several different targets - one for each

I have a class (control), implementing ICustomTypeDescriptor, which is used both at design-time and run-time by PropertyGrid for customization. I need to expose different properties at design-time (standard controls properties like `width`, `height` and so on) and at run-time, when PropertyGrid is used in my program to change other properties of that control.

My code is like:

```
class MyControl : UserControl, ICustomTypeDescriptor
{
    //Some code..

    public PropertyDescriptorCollection GetProperties(Attribute[] attributes)
    {
        return GetProperties();
    }

    public PropertyDescriptorCollection GetProperties()
    {
        //I need to do something like this:
        if (designTime)
        { //Expose standart controls properties
            return TypeDescriptor.GetProperties(this, true);
        }
        else
        {
            //Forming a custom property descriptor collection
            PropertyDescriptorCollection pdc = new PropertyDescriptorCollection(null);
            //Some code..
            return pdc;
        }
    }
}
```

Is there an analog for a design-time flag in C#? Is it maybe better to use conditional compilation?

<p>Consider the code below:</p>

```
<pre><code>#if DEBUG
    if (Systems.Contains(system))
        throw new InvalidOperationException("System already registered");
#endif

    Debug.Assert(!Systems.Contains(system), "System already registered");
</code></pre>
```

<p>Previously I used to do the former, I've since discovered <code>Debug.Assert</code>.</p>

<p>Is there a reason why I should not always prefer <code>Debug.Assert</code>?</p>

It only exists in debug code (it has the attribute <code>[Conditional("DEBUG")]</code>).
It seems to me to be more suited to my intention (code sanity checks, rather than raising exceptions to be handled later).
It's less code to write.

8242172

Debug.Assert versus conditional compilation

<p>Can anyone advise me on how I would write an FXCop rule that checks for specific conditional compilation symbols?</p>

<p>If, for instance, I wanted to write an FXCop rule that checked that code has been compiled with the compilation symbol "CODE_ANALYSIS" defined, how would I go about doing that?</p>

<p>The only way that I can think of is to parse the .csproj file and look for . I think this way would become messy quickly as you would have to determine which of the build conditions were met for the current build. Any other suggestions appreciated. </p>

8277874

How can I write a custom FXCop rule to check for c

Basically, i'm seeking perfectionist solution for the <http://stackoverflow.com/questions/8305657/are-conditional-expressions-are-broken-within-packages> conditional compilation problem and the goal is to make compiler to not complain about missing obsoleted package but use newer superseding package automagically (as it behaves with unit aliases).

I realize that it might be not best option thow, as unit aliases appears to hide possible namespace conflicts. However, if it present somewhere (i cant find it myself) - i'd like to try it out.

8306284

There is "unit aliases" option, but is there "package

I searched far and wide and information on the net seems to suggest that conditional compilation using the preprocessor works exclusively on environment variables.

Basically, I would like to have an inline function or macro perform different operations based in its input arguments. Example of what I want to achieve:

```
inline void foo(int x) {  
  
    #if (x < 32)  
  
        register0 |= (1 << x);  
  
    #else  
  
        register1 |= (1 << (x - 32));  
  
    #endif  
  
}
```

The main goal here is that the resulting inline code will not contain conditional code for constant inputs.

Basically, I currently program for a microcontroller (lpc213x) and would like to have an inline function or macro to do pin configuration setup. Since pin configurations are split across multiple registers (e.g. 0 and 1 above), I would like to perform some conditional checks to decide which register is supposed to be written to for a given pin constant.

However, the pin configurations are all constant at compile time, so I would like to eliminate the conditional checks from compile code. I know that optimization would likely get rid of unnecessary conditionals anyway, but I'm wondering whether there is a way to achieve this behavior explicitly, because I might need to disable optimization in the future.

Thanks,

FRob

<p>In "Properties" of my project I have the following:</p>

<p></p>

<p>I want to check if <code>TEST</code> symbol exists, and only then, do some things.
So I did what you see in the picture below and in the class it works. However this does not
work in the views.</p>

<p></p>

<p>The text in this block is gray even if <code>TEST</code> is defined!</p>

<p>How can I cause it work if <code>TEST</code> is defined?</p>

8324947

Using conditional compilation symbols in MVC view

<p>Is there a way to ask the compiler if ARC is turned on, and then conditionally compile based upon that value? For example, I have a protocol:</p>

```
<pre><code>@protocol ProtocolA
```

```
@required
-(void)protocolMethodOne
```

```
@optional
-(void)protocolMethodTwo;
```

```
@end
</code></pre>
```

<p>If I'm using ARC, I would like to make <code>protocolMethodA</code> optional when using ARC, and required when not using ARC. This is because one of the main reasons for utilizing this method is to dealloc the object instance.</p>

<p>With that said, here's what I would like to happen:</p>

```
<pre><code>@protocol ProtocolA
```

```
#ifdef SOME_ARC_VARIABLE
    @optional
#else
    @required
#endif
-(void)protocolMethodOne
```

```
@optional
-(void)protocolMethodTwo;
```

```
@end
</code></pre>
```

<p>I've heard rumors that it is possible to build different variations of an app without duplicating Xcode projects, by using targets and conditional compilation instructions like</p>

```
<pre><code>IF !FREE_VERSION
[self loadGreatFeature];
ELSE
[self loadBoringFeature];
</code></pre>
```

<p>So:</p>

<p>How to set Xcode 4 up to be able to distinguish between building / archiving a free or paid version of the project?</p>

<p>How to tell Xcode 4 to include a certain set of images and other resources in the paid version, but not in the free version (and vice versa)?</p>

<p>How to tell Xcode 4 to build the free OR paid version? (don't want to build both of them all the time as this would slow development down)</p>

<p>What are the caveats of this approach?</p>

<p>I do know what's the caveat of duplicating the Xcode project: Once I fix a bug in either version, I must do the same thing in the other. Same goes for making improvements and modifications.</p>

8456420

How to build a free version from a paid version wit

<p>Example:</p>

```
<pre><code>#ifdef FREE_VERSION
    tf.text = @"Free";
    NSLog(@"FREE VERSION");
#else
    tf.text = @"Paid";
    NSLog(@"PAID VERSION");
#endif
</code></pre>
```

<p>The first part looks fine in Xcode.</p>

```
<pre><code>    tf.text = @"Free";
    NSLog(@"FREE VERSION");
</code></pre>
```

<p>is syntax-highlighted. However, the second part is not:</p>

<p>tf.text = @"Paid";</p>

<p>NSLog(@"PAID VERSION");</p>

<p>Is there a setting like "Don't do syntax highlighting in #else parts of conditional compilation code"?</p>

8460797

Why does Xcode4 not do any syntax highlighting in

<p>I am developing a multitarget app and the scenario is that i have to use some conditional compilation to get mouse and/or touch events.</p>

<p>So I am doing something like this:</p>

<p>Extending:</p>

```
<pre><code>package {

    import flash.events.MouseEvent;
    import flash.display.InteractiveObject;

    public class fackeClick extends MouseEvent {

        public static const CLICKS:String = "click";

        public function fackeClick(type:String, bubbles:Boolean = true, cancelable:Boolean =
false, localX:Number=0, localY:Number=0, relatedObject:InteractiveObject = null, ctrlKey:
Boolean = false, altKey:Boolean = false, shiftKey:Boolean = false, buttonDown:Boolean =
false, delta:int = 0)
        {

            super(eventType, bubbles, cancelable, localX, localY, relatedObject, ctrlKey, altKey,
shiftKey, buttonDown, delta);
        }

    }

}</code></pre>
```

<p>And using like this:</p>

```
<pre><code>package {

    import flash.display.MovieClip;
```


<p>I am trying to understand the atomic operations, and I have prepared the sample code below.

But I am getting the same result - 150 - when I define one of these conditional compilation flags - MUTEX, ATOMIC and NONE.</p>

<p>How can I verify inter-threaded arithmetic operations are working properly?</p>

<p>My pc is "2.6.35-30-generic #61-Ubuntu SMP x86_64 GNU/Linux" and it has 4 cores.</p>

```
<pre><code>#include <stdio.h>
#include <stdlib.h>
#include <stdint.h>
#include <pthread.h>
#include <sys/types.h>
```

```
#define THREAD_NUM 10
#define INC_NUM 15
```

```
//#define MUTEX
#define ATOMIC
//#define NONE
```

```
volatile int g_counter = 0;
```

```
void *thread_func(void *ptr);
pthread_mutex_t thread_mutex = PTHREAD_MUTEX_INITIALIZER;
```

```
int main(int argc ,char **argv) {
```

```
    pthread_t thread[THREAD_NUM];
```

```
    int iret[THREAD_NUM];
```

```
    int nt;
```

```
    for (nt = 0; nt<THREAD_NUM; nt++)
```

```
        iret[nt] = pthread_create( &thread[nt], NULL, thread_func, NULL);
```

```
    for (nt = 0; nt<THREAD_NUM; nt++)
```

```
        pthread_join(thread[nt], NULL);
```

```
    printf("counter val = %d\n", g_counter);
```

<p>Since XE2 the Delphi units are scoped.</p>

<p>Unit Scope Names</p>

<p>Unit Names</p>

<p>Is it right to say that if I use only System and Data scoped units my code will be multiplatform and compiled for both Mac and Windows targets?</p>

<p>and the rest of the Vcl, Winapi, and Posix references must be governed by conditional compilation platform symbols?</p>

8621056

Is it safe to use only Data and System scoped units

I created a google map and I want to add a list of markers on it. But I have some razor-javascript issues.

My cshtml file has a model `@model IEnumerable<MCN.Domain.Entities.`

`Location>`

My model loading is fine it contains all values.

I debug JS code in browser and it gets in addMarker method but stop at `var marker = new google.maps.Marker({`

In visual studio I have green underline on `@foreach (var item in Model) {` with message: **Conditional compilation is turned off**

This is JS part:

```
<pre><code>&lt;script type="text/javascript"&gt;
(function () {
    window.onload = function () {
        var mapDiv = document.getElementById('map');
        var latLng = new google.maps.LatLng('41.01146', '24.921659');
        var options = { styles: styleArray,
            center: latLng,
            zoom: 15,
            mapTypeId: google.maps.MapTypeId.ROADMAP,
            mapTypeControl: false
        };
        var map = new google.maps.Map(mapDiv, options);

        @foreach (var item in Model) {
            @:addMarker(@item.Latitude, @item.Longitude, '@item.Name', '@item.
DiscoveredBy');
        }
    }
})();
```

```
function addMarker(latitude, longitude, title, description)
{
    var markerLatLng = new google.maps.LatLng(latitude, longitude);
    var title = 'test';
    var description = 'test';
    var contentString = 'test';

    var infowindow = new google.maps.InfoWindow({
        content: contentString
    });
```

<p>Something similar to (picked from a .csproj)</p>

```
<pre><code>&lt;DefineConstants&gt;DEBUG; ANDROID&lt;/DefineConstants&gt;
</code></pre>
```

8833060

How could I specify a conditional compilation symb

<p>Here is my first try at a generic histogram template function in C++ tested with GCC 4.6. However, I would like to merge <code>dense_histogram()</code> and <code>sparse_histogram()</code> into one common generic function template. The problem is that the dense-specific constructor <code>H h(n, 0)</code> is neither defined nor relevant in the sparse version <code>H h</code>. Is there a way to solve this in some clever C++ regular way or statically typically using conditional compilation through Boost Type.Traits (<code>#include <boost/type_traits.hpp></code>)?</p>

```
<pre><code>#include &lt;algorithm&gt;
#include &lt;limits&gt;
#include &lt;algorithm&gt;
#include &lt;vector&gt;
#include &lt;unordered_map&gt;

namespace std
{

/*!
 * \em Dense Histogram of \p a.
 *
 * \tparam V is Value Type.
 * \tparam C is Count (Bin) Type.
 * \tparam H is Histogram Storage Type, typically a vector.
 *
 * \param[in] x is a set of the input data set
 */
template &lt;class V, class C = size_t, class H = vector&lt;C&gt; &gt;
inline
H dense_histogram(const V &amp; x)
{
    typedef typename V::value_type E; // element type
    size_t n = (static_cast&lt;C&gt;(1)) &lt;&lt; (8*sizeof(E)); // maximum number of possible
elements for dense variant
    H h(n, 0);           // histogram
    C bmax = 0;          // bin max
    for_each(begin(x), end(x), // C++11
        [&amp;h, &amp;bmax] (const E &amp; e) { // value element
            h[e]++;
            bmax = std::max(bmax, h[e]);
        });
    return h;
},
```

<p>I have several <code>inline static</code> C functions. And I call Objective-C codes including <code>[-release]</code>.</p>

<p>The problem is I have to compile this code both of ARC or non-ARC targets. So I think I need conditional compilation by predefined compiler flag. What flag should I use for this?</p>

8872751

How to determine compiler is currently in ARC mode

<p>we are working on a model checking tool which executes certain search routines several billion times. We have different search routines which are currently selected using preprocessor directives. This is not only very unhandy as we need to recompile every time we make a different choice, but also makes the code hard to read. It's now time to start a new version and we are evaluating whether we can avoid conditional compilation.</p>

<p>Here is a very artificial example that shows the effect:</p>

```
<pre><code>/* program_define */

#include <stdio.h>;
#include <stdlib.h>;

#define skip 10

int main(int argc, char** argv) {
    int i, j;
    long result = 0;

    int limit = atoi(argv[1]);

    for (i = 0; i < 10000000; ++i) {
        for (j = 0; j < limit; ++j) {
            if (i + j % skip == 0) {
                continue;
            }
            result += i + j;
        }
    }

    printf("%lu\n", result);
    return 0;
}
</code></pre>
```

<p>Here, the variable <code>skip</code> is an example for a value that influences the behavior of the program. Unfortunately, we need to recompile every time we want a new value of <code>skip</code>.</p>

<p>Let's look at another version of the program:</p>

<p>The next pattern is common in C code:</p>

```
<pre><code>#ifndef SOMETHING
#define SOMETHING
#endif
</code></pre>
```

<p>The pattern is possible in Delphi code too:</p>

```
<pre><code>{$IFDEF SOMETHING}
{$DEFINE SOMETHING}
{$ENDIF}
</code></pre>
```

<p>but it is not common - I have never seen it at all. If a Delphi code requires a conditional define, it just defines it without <code>IFDEF</code> check.</p>

<p>Why so? What is the difference in conditional compilation between C and Delphi so that <code>ifndef</code> check is needed for former and not needed for latter?</p>

8937701

Conditional compilation in C and Delphi

<p>In C++ and C# applications one can define conditional compilation symbols, such as DEBUG, TRACE or RELEASE and use these in program code to enable/disable code generation with #if.</p>

<p>I need to do similar thing in a Windows 8 Metro Javascript application: have different builds (Debug/Release) behave slightly differently. Is this supported somehow? </p>

8992028

Build specific conditional symbols in Windows 8 Me

I read about [this question on referencing one project into another](http://stackoverflow.com/questions/8079698/how-to-create-multiple-project-template-in-one-solution-for-windows-phone) and [this question on creating multiple targets for an application](http://stackoverflow.com/questions/8337087/creating-an-application-with-multiple-targets-in-windows-phone-7), but none really answers my question.

How can I output two different applications where the only difference is the application name, icon and splashscreen? Everything else would be the same apart from some small details that I handled with conditional compilation symbols.

I have four configurations: `App1_Debug`, `App1_Release`, `App2_Debug` and `App2_Release`, so ideally the output would be based on the active configuration.

9030315

How to create multiple applications from one solut

In C# you can have conditional compilation by using macros similar to the C/C++ syntax. This would enable the following to happen:

```
#define MYMACRO
....
#if MYMACRO
//some C# code logic
#else
//some other C# code logic
#endif
```

I need to define some macros in a dedicated file in a C# library project, and I need these macros to be visible inside the entire library, once defined. The problem is that the above code works only for a single file.

Another way I know to work around this, is to add the macros to the build command. This would take care of defining the macros for the entire `.dll` and I will have the `#if - #else` checks working wherever I want inside the library. The issues with this approach is that I want to be able to maintain the macros easily. Having them in a file inside the project will be perfect. I'd like to have some comments inside too, so that I will know what each macro is doing. This will not be applicable if I have to pass the macros as build parameters. Another reason is being able to turn a macro on/off by simply commenting it and examining the behavior.

Is there a decent way to achieve my requirement? I'd prefer not to deal with any build automation tools like `MSBuild`, `NAnt` or anything like this, still if no other way is possible I'd appreciate an advice which one you consider a better choice.

9053429

Can I have global preprocessor definitions in C# libr

<p>I'm new to ASP and wanted to know if it has conditional "compiling" (I know it is not compiled)</p>

<p>What I mean is:

My app is delivered to different users. Each has its own conditional app compilation.

Now I need to conditionally change Web.config's. Is there a way to use conditional compilation symbols ?</p>

<p>EOG</p>

9065115

ASP.NET - Conditional Web.config

<p>I'm using Flash Builder 4.5 and I'd like to use conditional compilation between my debug and release builds.</p>

<p>I understand how to use conditional compilation and how to define compiler constants. What I need is either:</p>

A predefined constant set by the IDE between debug and release builds

A way to specify different arguments for the compiler between debug and release builds

<p>Using ANT is not an option as of now (no time!) and changing the variables by hand every time is just too risky.</p>

9178316

Flash Builder conditional compilation variables

<p>I have a solution that I build in TFS 2010 build. This solution and its build has 3 configurations set (Development, Integration, Release). I have set the build to build all of them, and it works mostly fine.</p>

<p>In this solution, there's a Silverlight project, which sets different conditional compilation symbols depending on which configuration is being built because it has different web service URLs for each configuration, like this:</p>

```
<pre><code> private const string STR_WS_EndPoint =  
#if INTEGRATION  
    "Integration_WS_EndPoint";  
#elif DEVELOPMENT  
    "Development_WS_EndPoint";  
#elif DEBUG  
    "Debug_WS_EndPoint";  
#else  
    "Release_WS_EndPoint";  
#endif  
</code></pre>
```

<p>When I build these different configurations in Visual Studio, it selects the right string for each configuration, but when TFS builds the different configuration, they all end up with the "Release_WS_EndPoint" string (I checked using ILSpy), i.e. none of the conditional symbols were active. How do I get TFS build to pick up on these compilation symbols? I can't use the "MSBuild Arguments" field in the build for this, because like I said, it builds all the different configurations, so I need it to use the .csproj compilation symbols like Visual Studio does.</p>

9193931

TFS Build using conditional compilation symbols (D

<p>I am passing a two-dimensional array of data using ViewBag in the controller, like so:</p>

```
<pre><code>ViewBag.CountryArray = PopulateCountryArray(CountriesInContinent);
</code></pre>
```

<p>Then, in the View, I have:</p>

```
<pre><code>&lt;script type="text/javascript"&gt;
    function PopulateCountries()
    {
        // Copy the country-continent data from Viewbag to local a array.
        var arraylength =
            @Html.Raw(Json.Encode(ViewBag.CountryArray.Length()));
        var CountryArray =
            @Html.Raw(Json.Encode(ViewBag.CountryArray));
        ...
    }
</code></pre>
```

<p>I am getting the error quoted in the title of this post with a green squiggly line underneath both occurrences of "Html."</p>

<p>Basically, I just want to pass a two dimensional array in C# in the Controller to a Javascript function defined in the View.</p>

<p>What's the best way to do this and get rid of these errors?</p>

9204073

Conditional Compilation is Turned Off Error in Visu:

I have 2 copies of a solution, each of which is compiled against a different version of the same 3rd party API and a different .NET framework version.

- Solution A** - compiled against v2012 of a 3rd party API and .NET 4.0
- Solution B** - compiled against v2011 of a 3rd party API and .NET 3.5

Solution A contains all the source files and Solution B links to these files (using "Add as Link" in Visual Studio).

Conditional compilation is used to include code that is specific to one solution or the other.

My solution contains some XAML (WPF Windows, User Controls & Resource Dictionaries). Solution B links to these XAML files and compiles ok, but when I run it I get a `Set property 'System.Windows.ResourceDictionary.Source' threw an exception` exception.

I've Reflected over both versions of the assembly and there are differences in the resource names.

For example, one project contains a `Windows/MyWindow.xaml` file and the compiled assembly from Solution A contains a `windows/mywindow.baml` resource, while in the assembly from Solution B the name of the resource is just `mywindow.baml`.

Is there a way to compile the same XAML file into multiple projects?

9206325

How can a XAML file be compiled into multiple pro

<p>Where I work we're still using Delphi 2009. I happened to be looking at the Forms unit in the VCL and stumbled upon:</p>

```
<pre><code>[UIPermission(SecurityAction.LinkDemand, Window=UIPermissionWindow.
AllWindows)]
function DisableTaskWindows(ActiveWindow: HWND): TTaskWindowList;
</code></pre>
```

<p>This attribute is clearly the CLR class <code>UIPermissionAttribute</code> but unlike other references to the CLR this attribute is not wrapped in conditional compilation directives.</p>

<p>This surprised me because, AFAIK, in Delphi Win32 versions prior to 2010 brackets were only used for index notation in arrays and collection types, defining sets and assigning GUIDs to interfaces. This doesn't appear to be the case.</p>

<p>I did a regex search and found dozens of examples throughout the RTL/VCL. Some were attributes on types and some on methods.</p>

<p>Are these simply ignored by the compiler or do they serve some purpose in Win32?</p>

<hr>

<p>I also found syntax that looked like:</p>

```
<pre><code>[!UnitName]
[!InterfaceName]
</code></pre>
```

<p>Which appears to have something to do with generating source files from a template in an IDE wizard but these weren't in the RTL source folder. They were in the object repository folder.</p>

<p>I'm using VS2008 to build 2 C++ projects. They are identical except that one has a DEFINE value that the other doesn't. This define steers conditional compilation in several .cpp files.
</p>

<p>If I simply right-click the solution and say 'Build All' or 'Rebuild All', it is a crap shoot as to how the projects will be built. Usually I get two identically behaving executables that have both been compiled as if the value were defined (or not). Sometimes I get executables that are a hodge-podge of results, it appears as if some .obj's were compiled with the value defined, others not.</p>

<p>The only solution is to right-click each project individually and 'Build All'. However, our automated build system does not allow this.</p>

<p>I have tried making one project dependent on the other, this did not help.</p>

<p>Any ideas?</p>

9383599

One Solution, Two Projects, One Define Causes Bui

<p>Can AppHarbor set a conditional compilation symbol during build? Maybe simply: AppHarbor</p>

<p>I have some tests that can't run on the server (they rely on test data files).</p>

<p>If AppHarbor could set a conditional compilation symbol, then I could add an [Ignore] attribute on the test when that symbol is present.</p>

<p>Or, is there a better or different way to ignore specific tests when running at AppHarbor?</p>

<p>Or, is there a way for the test code to correctly reference a test data file residing in the project?</p>

<p>Thanks!
Glen</p>

<p>Edit: I got my test to work by embedding the data file as a Resource in the test project. Not ideal, but okay for now. However, would still like to know if compilation symbols can be set as described.</p>

9389673

Can AppHarbor set a conditional compilation symb

<p>I have a visual studio 2010 premium. And I have one exe and few library. I have a few configuration(Debug\MyDebug). I add to new symbols(MyDebug) in conditional compilation symbols for library projects for new configuration(MyDebug). In configuration manager for MyDebug configuration I have library projects with MyDebug configuration. When I build solution I have next build output:</p>

<p>----- Build started: Project:MyLibrary, Configuration: MyDebug Any CPU -----
MyLibrary -> d:\Work\MyLibrary.dll
----- Build started: Project:MyApp, Configuration: Debug Any CPU -----
MyApp -> d:\Work\MyApp.exe</p>

<p>When I press F5 for debug I have different build output:</p>

<p>----- Build started: Project:MyLibrary, Configuration: Debug Any CPU -----
MyLibrary -> d:\Work\MyLibrary.dll
----- Build started: Project:MyApp, Configuration: Debug Any CPU -----
MyApp -> d:\Work\MyApp.exe</p>

<p>Why is this happening?</p>

<p>I found in my solution main.local.targets file, possibly the problem is hidden in this?</p>

9427501

configuration for library in configuration manager i

<p>I'm using ASP.NET MVC3 with Razor. Here is the code causing the warning:</p>

```
<pre><code>var userLocation = new google.maps.LatLng(@Model.Latitude, @Model.
Longitude);
</code></pre>
```

<p>The code works fine when it runs, but I'd like to get ride of the warnings.</p>

<p>Edit</p>

<p>Here's more of the surrounding code:</p>

```
<pre><code>  function initialize() {
    directionsDisplay = new google.maps.DirectionsRenderer();
    var userLocation = new google.maps.LatLng(@Model.Latitude, @Model.Longitude);
    var myOptions = {
        zoom: 15,
        mapTypeId: google.maps.MapTypeId.ROADMAP,
        center: userLocation
    }
    map = new google.maps.Map(document.getElementById("map_canvas"), myOptions);
    directionsDisplay.setMap(map);
  }
</code></pre>
```

<p>If I add parenthesis like so:</p>

```
<pre><code>var userLocation = new google.maps.LatLng(@(Model.Latitude), @(Model.
Longitude));
</code></pre>
```

<p>I get a new warning, "Invalid character."</p>

9503720

In MVC3, I get a "Conditional compilation is turned

<p>Okay i keep getting this error and i have done all there is to do but it just wouldn't go. Can anyone give me any idea please?</p>

```
<pre><code>Project-level conditional compilation constant 'VBC_VER = 9.0, TARGET =  
"winexe", CONFIG= "Debug", PLATFORM= "x86" , DEBUG; ^^ ^^ TRACE' is not valid: Character  
is not valid  
</code></pre>
```

9562598

VB Compiler Error(No Clue)

I have a WPF solution containing a sub-project component with WPF and Silverlight code. If the "WPF" Conditional Compilation Symbol is defined, the WPF code is built and if it is not defined then the Silverlight code is built. This works for my Debug builds just fine. However, when I attempt to do a Release build, the build does not detect the "WPF" Symbol and because it then incorrectly compiles the silverlight code I get a build that will not work. Any ideas why the WPF symbol is not being detected by the build?

Here is the relevant section of the .csproj. Note the "WPF" symbol is defined in DefineConstants for both Debug and Release, yet its not being detected in release builds. Can anyone help?

```
<code>&lt;PropertyGroup Condition=" '$(Configuration)|$(Platform)' ==  
'Debug|AnyCPU' "&gt;  
  &lt;DebugSymbols&gt;true&lt;/DebugSymbols&gt;  
  &lt;DebugType&gt;full&lt;/DebugType&gt;  
  &lt;Optimize&gt>false&lt;/Optimize&gt;  
  &lt;OutputPath&gt;bin\Debug\&lt;/OutputPath&gt;  
  &lt;DefineConstants&gt;TRACE;DEBUG;WPF&lt;/DefineConstants&gt;  
  &lt;ErrorReport&gt;prompt&lt;/ErrorReport&gt;  
  &lt;WarningLevel&gt;4&lt;/WarningLevel&gt;  
  &lt;NoWarn&gt;1607&lt;/NoWarn&gt;  
&lt;/PropertyGroup&gt;  
&lt;PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Release|AnyCPU' "&gt;  
  &lt;DebugType&gt;pdbonly&lt;/DebugType&gt;  
  &lt;Optimize&gt>true&lt;/Optimize&gt;  
  &lt;OutputPath&gt;bin\Release\&lt;/OutputPath&gt;  
  &lt;DefineConstants&gt;TRACE;WPF&lt;/DefineConstants&gt;  
  &lt;ErrorReport&gt;prompt&lt;/ErrorReport&gt;  
  &lt;WarningLevel&gt;4&lt;/WarningLevel&gt;  
&lt;/PropertyGroup&gt;  
</code></pre>
```

9601667

Why would a Conditional Compilation Symbol not be

<p>Does anybody have any experience in maintaining single codebase for both CPU and GPU?

I want to create an application which when possible would use GPU for some long lasting calculations, but if a compatible GPU is not present on a target machine it would just use regular CPU version. It would be really helpfull if I could just write a portion of code using conditional compilation directives which would compile both to a CPU version and GPU version. Of course there will be some parts which are different for CPU and GPU, but I would like to keep the essence of the algorithm in one place. Is it at all possible? </p>

9631833

Same codebase for CPU and GPU

<p>Using Coffeescript I need to have a go through a build script anyway to update my .js files, and I have two of them, one for debugging and one for production (one uses Uglify to minimize the files, one does not). So I was thinking that it would be convenient to have some conditional compilation as well, with code that only enters the debug build.</p>

<p>What is the easiest way to achieve this, ideally controlled by a simple command line switch that I can give to either coffee or uglify?</p>

9695207

Conditional compilation in CoffeeScript/UglifyJS

<p>There are numerous examples showing how to get the package name in code at runtime.
</p>

<p>In my case, I need to test the package name at compile time.
</p>

<p>Here is my situation: I have two Android projects (the free and the pro) which leverage a library project.

The free version has a "Get the pro version" menu item, which does not exist in the other version.

My menu handling code goes like this:</p>

```
<pre><code>if ( item.getItemId()==R.id.getProVersion ) {  
    //...  
}  
</code></pre>
```

<p>Proguard complains that R.id.getProVersion does not exist when building the pro package.
So I need to test which project is being built, to exclude this part of the code from being compiled.</p>

<p>Is there a way to know the package name at compile time ?

Are there alternative solutions to this problem ? Either Android-centered or java-centered solutions are fine.</p>

I would like to ask if it is possible to use the entities defined in #ifdef block in header files.
To be clear, I have following code:

```
#ifdef WIN32
#include <winsock2.h>

#define SOCKET_HANDLE SOCKET
#define CONNECTION_HANDLE SOCKET
#endif
```

```
SOCKET_HANDLE createServerSocket(const char* hostAddress, short port);
#endif
```

I am Java developer and this seems completely fine for me. However compiler has a problem with this.

Can you explain why is that code a problem?

Also how can I force to compile it. (The idea is to have generic interface and conditional compilation to determine real types according to running platform at compile time.)

Thanks

9785851

How to use #ifdef entities as part of functions in header files

I have a weird and complicated question (I think so) and I need some help trying figure out what to do.

I have a script that when executed will go to a server and bring either a IMG/AHREF or some html code, using document.write. here's the script:

```
<script LANGUAGE="JavaScript1.1" SRC="http://de2.realmediadigital.com/RealMedia/ads/adstream_jx.ads/www.testsite.com/home@Right"></script>
```

What I would like to do is have a javascript that call the first one, put the result in a var, so I can look for a piece of the information and decide either to print the output or to do something else. Something like this:

```
<script type="text/javascript">

var text = "[OUTPUT OF MY CALL]";
if (text.indexOf("empty.gif") < 1) {
    alert("We have a match!")
    document.write (text);
}
else {
    alert("I found a empty.gif.")
}
</script>
```

I need this because the tags can have, basically 2 outputs:

1-some IMG/AHREF that brings an image called empty.gif
2-actual content that could be a IMG/AHREF, FLASH, JavaScript, etc.

is that possible to be done???

thank you guys in advance. :)

Update1: Following thescientist tips I came up with the following ajax request:

```
<script>
var xmlhttp=false;
```

I have an Android app that's downloaded primarily from Android Market (now, Google Play). We made a few tweaks to the source and also submitted to the Amazon App Store to see what sort of traction it gets. I'm now looking for a sustainable way to develop from a common code base and yet build so that I can submit to either/both.

Amazon's store has some restrictions about available APIs, and hence I'd like to conditionally remove/modify features from that version. Since Java doesn't support traditional conditional compilation, and conditionally including files in Eclipse doesn't seem trivial (is it even possible?), I wanted to ask what others are doing to solve this.

Admittedly, I'm no Eclipse/Java expert so feel free to school me.

What I'm looking for in a solution:

- Building/debugging using Eclipse.
- Static code files, with environment/settings toggles to control what to build.
- No duplicate code or conditional logic in code to pick code flow at runtime

Is this something you've solved for Android apps specifically, or for other Java/Eclipse based projects? Suggestions for where to begin?

9815038

Manage code/build for Android app stores (Google

<p>In our code I have the following, for now please ignore the <code>/**</code> bits;</p>

```
<pre><code>if (data["someKey"] != null)/**
{
    CONSOLE_OUT.info("Print some stuff.");
    TARGET::myTarget
    {
        var someString:String = data["someKey"] as String;/**
        someController.setSoemthing(someString.indexOf("soemthing") &gt; -1 ? true : false);/**
    }
}
</code></pre>
```

<p>I have set up my FlashCS4 to have the <code>TARGET::myTarget</code> compiler constant set to <code>>false</code>, meaning that the code within the compiler constant shouldn't be compiled. At the point of execution <code>data["someKey"]</code> evaluates to <code>>null</code> meaning the if statement should NOT execute.</p>

<p>When I debug the following code, the lines with <code>/**</code> on them execute, which is strange behaviour. It skips the initial line after the <code>if</code> statement and goes straight to executing the code that shouldn't have been compiled, bearing in mind that it shouldn't enter the <code>if</code> statement anyway. Its almost as if the presence of the compiler constant is causing the <code>if</code> statement to appear to be a single line, and then still executing the code within the wrong scope.</p>

<p>However, if I add an <code>else</code> statement on the end, the code executes fine;</p>

```
<pre><code>if (data["someKey"] != null)/**
{
    CONSOLE_OUT.info("Print some stuff.");
    TARGET::myTarget
    {
        var someString:String = data["someKey"] as String;
        someController.setSoemthing(someString.indexOf("soemthing") &gt; -1 ? true : false);
    }
}
else
{
    CONSOLE_OUT.info("Print some other stuff.");
}
</code></pre>
```

I have a .NET project that uses NHibernate. Due to some project requirements, a very specific section of code uses HQL to select a random record using "order by newid()". However, for unit test purposes, I'm using an in-memory SQLite database, which of course chokes on newid(). I need to have this method use an alternate SQLite compatible query only when run from the unit test. I can't add conditional compilation constants only for unit test purposes, and #define only works at the file level, so I can't simply add a constant there either.

I really don't want to have to muck up my repository class with some junk code just to enable this unit test. What are my options?

Edit:

I already have a global class for other stuff, so I added a static TestMode property to it which will be false any time other than when I explicitly set it in my unit test, so the code now looks like:

```
<code>string random, update;
if (Globals.TestMode)
{
    random = "from Customer order by random()";
}
else
{
    random = "from Customer order by newid()";
}
</code></pre>
```

This works, but I'd hoped to avoid exactly such an if statement. Still looking for suggestions.

```
<pre><code>Operating System Used:Ubuntu 11.04
Compiler Used: GCC
</code></pre>
```

<p>Program related files:Git Hub Link</p>

<p>I'm trying to implement a program which will do a job, same as that of CPP (The C preprocessor) when I compile a .c file.</p>

<p>In this particular code Copy_file_to_buf function not copying the whole file into the buffer.

Actual size of the is <code>117406C</code>, but ftell in the copy_file_to_buf function showing it as <code>114689</code>.</p>

<blockquote>

<p>EDIT:

There is no data loss when I copied the contents of <code>dummyfile</code> to a buffer using same program but I've written copy_file_to_buf program separately in <code>temp.c</code> file.</p>

<p>temp.c</p>

</blockquote>

```
<pre><code>#include<stdio.h>
main(int argc,char **argv)
{
    FILE *inputFile;
    int sizeofFile, rc;
    char *source_buf;
    fprintf(stderr, "In Copy_file_to_buf\n");
    sleep(1);

    inputFile=fopen(argv[1],"r");
    if (!inputFile) {
        fprintf(stderr, "Oops, failed to open inputfile \"%s\"\n", argv[1] );
        return NULL;
    }

    fseek(inputFile,0,SEEK_END);
    sizeofFile=ftell(inputFile);
```

<p>I have a VB project which I'm trying to configure with three build configurations.</p>

<p>I've successfully created the build configurations, but I decided the names I was using weren't descriptive enough so I went to <code>Configuration Manager</code> -> <code>< Edit...></code> -> <code>Rename</code> and renamed them.</p>

<p>This renamed the configurations in the Configuration Manager.</p>

<p>I then went to do some conditional compilation testing using <code>#If CONFIG =</code> but it failed.</p>

<p>Checking deeper, it turns out that the values returned by <code>CONFIG</code> are the original names not the new names.</p>

<p>Checking <code>My Project</code> -> <code>Compile</code> -> <code>Configuration</code> I can see that the names shown in that ComboBox are also the old names.</p>

<p>So, even though I have "renamed" my configurations in Configuration Manager, they're not being renamed on all levels.</p>

<p>I can get around this by recreating these configurations with their intended names but that's about as bass ackwards a solution as I can think of. Is there some method of renaming configurations that actually works or is this just the way MS intended this to... "work"?</p>

I'm required for a certain task to enumerate all handles in the system. The best approach I found so far is using the underdocumented [<code>NtQuerySystemInformation</code>](http://msdn.microsoft.com/en-us/library/windows/desktop/ms724509%28v=vs.85%29.aspx) with the `<code>SystemHandleInformation</code>` flag for the class parameter.

So far so good. However, running it in 32 bit mode on 64 bit Windows, the required structure is as follows:

```
// 32-bit version
[StructLayout(LayoutKind.Sequential, Pack=1)]
public struct SYSTEM_HANDLE_INFORMATION
{
    public uint ProcessID;
    public byte ObjectTypeNumber;
    public byte Flags;
    public ushort Handle;
    public uint Object_Pointer;
    public UInt32 GrantedAccess;
}
</code></pre>
```

And for 64 bit Windows (x64, I didn't test Itanium, which I hope isn't different...), the structure is as follows:

```
// 64-bit version
[StructLayout(LayoutKind.Sequential, Pack=1)]
public struct SYSTEM_HANDLE_INFORMATION
{
    public int Reserved;      // unknown, no documentation found
    public uint ProcessID;
    public byte ObjectTypeNumber;
    public byte Flags;
    public ushort Handle;
    public long Object_Pointer;
    public UInt32 GrantedAccess;
}
</code></pre>
```

Now, I should change the `<code>Object_Pointer</code>` to an `<code>IntPtr</code>`. I hoped for a moment I could do the same with `<code>ProcessId</code>`, there was a

<p>Background:</p>

<p>What i'm trying to do is to customize the build procedure for my project in the VS2008 IDE based on the set of configuration i need at a given point of time.</p>

<p>My project has some conditional methods e.g.[Conditional("FULLFEATURE")] or [Conditional("LESSFEATURE")] which execute only when i mention the FULLFEATURE or LESSFEATURE conditional compilation symbol in the Build project properties.</p>

<p>This approach is laborious as each time when i have to compile through the (VSNET IDE) i have to manually add a compilation symbol depending on my requirement.</p>

<p>Question</p>

<p>Is there a way where in i can avoid this (maintain two different copies of project for each feature, No i don't want this approach) ?</p>

<p>Is there a way through the configuration manager wherein i can just select one amongst</p>

```
<pre><code>FULLFEATURE --&gt; Debug ---&gt; x86
FULLFEATURE --&gt; Debug ---&gt; AnyCPU
FULLFEATURE --&gt; Release ---&gt; x86
FULLFEATURE --&gt; Release ---&gt; AnyCPU
```

```
<code>LESSFEATURE --&gt; Debug ---&gt; x86
LESSFEATURE--&gt; Debug ---&gt; AnyCPU
LESSFEATURE--&gt; Release ---&gt; x86
LESSFEATURE--&gt; Release ---&gt; AnyCPU
</code></pre>
```

<p>to build in whatever configuration i need.
I know this approach is going to get nasty if i have more number of conditional compilation symbols. But here i am .. </p>

<p>Any suggestions most welcome </p>

<p>Cheers</p>

I am trying to optimize my application for it to perform well right after it is started. At the moment, its distribution contains 304 binaries (including external dependencies) totaling 57 megabytes. It is a WPF application doing mostly database access, without any significant calculations.

I discovered that the Debug configuration offers way better (~5 times gain) times for most operations, as they are performed for the first time during the lifetime of the application's process. For example, opening a specific screen within the app takes 0.3 seconds for NGENed Debug, 0.5 seconds for JITted Debug, 1.5 seconds for NGENed Release and 2.5 seconds for JITted Release.

I understand that the gap in JIT compilation time is caused by the JIT compiler applying more aggressive optimizations for the Release binaries. From what I can tell, Debug and Release configurations differ by the `/p:DebugType` and `/p:Optimize` switches passed to the C# compiler, but I see the same performance gap even if I build the application with `/p:Configuration=Release /p:DebugType=full /p:Optimize=false` – that is, the same image debug options as in `/p:Configuration=Debug`.

I confirm that the options were applied by looking at the `DebuggableAttribute` applied to the resulting assembly. Observing the NGEN output, I see `<debug>` added to the names of some assemblies being compiled – how does NGEN distinguish between debug and non-debug assemblies? The operation being tested uses dynamic code generation – what level of optimization is applied to dynamic code?

Note: I am using the 32-bit framework due to external dependencies. Should I expect different results on x64?

Note: I also do not use conditional compilation. So the compiled source is the same for both configurations.

<p>I'm using camlp4.macro to enable conditional compilation. I'm having problems informing OCamlbuild that certain files tagged with "use_jscore" must be preprocessed with a given camlp4 option. Here's what I have currently:</p>

```
<pre><code>let _ = dispatch begin function
  | After_rules -&gt;
    flag ["ocaml"; "use_jscore"] (S[A"-package"; A"camlp4.macro"; A"-syntax"; A"camlp4o"; A"-ppopt"; A"-DUSE_JSCORE"]);
</code></pre>
```

<p>But this gets escaped all wrong by OCamlbuild. I'm using ocamlfind, so basically what I want to tell OCamlbuild is that all OCaml files tagged with "use_jscore" must be preprocessed by camlp4.macro which is also given the -DUSE_JSCORE option.</p>

10211326

OCamlbuild and camlp4 options

<p>I am using Visual Studio 2010 to debug an application mostly written in C. Normally, I can attach the debugger just fine, but I am running in to some problems when I link in a library written in C++ / CLI. </p>

<p>If I compile the library with the <code>/clr</code> flag (which I will eventually have to do for this as of yet unwritten library) then I lose all ability to debug the entire C application, even the parts that have nothing to do with the library calls. I get the empty circle with the yellow triangle and exclamation mark where a red breakpoint circle ought to be. Hovering over it gives me only a tool tip that says "The breakpoint will not currently be hit. No executable code is associated with this line. Possible causes include: conditional compilation or compiler optimizations."</p>

<p>Then if I link with the exact same library compiled without the <code>/clr</code> flag, I am again able to debug my application.</p>

<p>I understand that visual studio will not likely be able to debug the library written in C++ / CLI, and that is OK. I just want to keep the ability to debug the rest of the application and at least see the results of my calls to the external library.</p>

<p>Another complicating factor is that this project is not being built by visual studio. It is compiled using an external make system that uses <code>cl</code>, so I can customize any commands that need to be issued to the compiler that way.</p>

<p>Does anyone know why I can't currently debug the libraries the way I want to? Any advice for how I can?</p>

I have been using conditional compilation as a way to allow me to debug easily (by removing the try catch block) with production code. The reason I do this is because visual studio will (obviously) show the location of the exception thrown as being the catch block of the topmost handler. This unfortunately prevents debugging or at least locating the exact location of the error until you remove the handler.

Here is an example of my current approach

```
<code> private void btnConnect_Click(object sender, EventArgs e)
{
    #if DEBUG
        DoSomething();
    #else
        try
        {
            DoSomething();
        }
        catch (Exception ex)
        {
            Logger.Log(ex);
            MessageBox.Show(ex.Message, "Error", MessageBoxButtons.OK, MessageBoxIcon.
Error);
        }
        finally
        {
            CleanUp();
        }
    #endif
}
</code>
```

This approach causes significant duplication of code and I am hoping to find an alternative.

I have considered an approach where I would use lambdas to create a custom try catch block handler that internally uses conditional compilation to either handle or rethrow the exception like this.

```
<code> void TryCatchFinally(Action tryBlock, Action<Exception> catchBlock,
Action finallyBlock)
{
    #if DEBUG
```

<p>So i have 1 project in my solution that i need to write code like </p>

```
<pre><code>#if VERSION1
Do something
#endif
#if VERSION2
Do something else
#endif
</code></pre>
```

<p>The project has 2 Configurations, Version1 and Version2. One with VERSION1 as the conditional compilation symbol and one with the other. These configurations are only for this project. When building the entire solution as Debug or release can i get Visual Studio to build both Version1 and 2 Config for that project? Under solution properties i can only seem to build one</p>

<p>I've just talking about a local build not using msbuild</p>

10344353

Building a project with 2 Configurations for single S

<p>I am writing a C program with POSIX API and using Linux.
I compiled and ran it on a friend's Mac OSX PC and there was a small error, but I did not use Linux specific features.</p>

<p>I will use some specific features that Linux adds to the API. I will also use specific POSIX extensions for Mac Os X and FreeBSD.

I will use conditional compilation to choose the code. If the OS is none of those, I will use generic POSIX code.</p>

<p>I do not own Darwin/Mac OSX and FreeBSD, Linux is the only OS that I have in my PC. I cannot download and install FreeBSD, because it is more than 500 MB.

I want to know a way to test if the program will compile and behave as expected on other POSIX systems.

I wonder if there is a POSIX simulator and compiler to do tests.

The tests are simple, they do not use GUI and drivers, they are only command line.</p>

<p>I will need to do 3 tests: FreeBSD, Mac OSX/Darwin and Generic POSIX, but I do not have the tools.</p>

<p>EDIT</p>

<p>Is there a minimal version of FreeBSD and Darwin without GUI, but with GCC/G++ and ssh/scp? Darwin is free, is not it?

My PC is old, but I think I can install them in a virtual machine, create a virtual network and use ssh/scp to transfer and test the programs.</p>

10368305

How to test POSIX compatibility?

I have a project that was built for company X. Then they decided to allow company Y to use the product - and they wanted to make some minor branding-type changes. I come from a C programming background, so I added another build configuration that specifies a conditional compilation symbol depending on which brand the solution is being built for. Then the source code has a few:

```
<pre><code>#if COMPANY_X
    // do stuff
#elif COMPANY_Y
    // do different stuff
#endif
</code></pre>
```

Now here's my question: Can I use the solution's build configuration to manipulate a single (Visual Studio Installer) setup project? Or do I have to maintain multiple setup projects to manage the differences between them (app name, install folder, manufacturer, etc.)? (Or perhaps more fundamentally, am I going about this all wrong?)

Background info: Visual Studio 2010, Visual Studio Installer, C#

10378467

Visual Studio: Setup Project changes based on build configuration

<p>I've been fighting with this for a good week. I am having difficulties when passing string pointers to a DLL function.</p>

<h3>Background</h3>

<p>We have just started migrating to Office 2010, from Office 2003. Some people will continue to only have Office 2003 for the next few years. Some people will be using Office 2010 64-bit (why I don't know - but that's a different subject).</p>

<p>For me - I need to make some code that will work on all versions. I had found this function on the internet some years back and was using it. When I went to do a rewrite on my library, I noticed that there was a total mixture of Unicode vs ANSI calls .. and the function outright did not work on Access 2010. So I went to re-write it. I think I'm close - but I notice that the dll calls are not returning the proper values. </p>

<h3>What I've done to attempt to solve the problem</h3>

I have made sure I read up on ByRef and ByVal parameter passing.

I've read up on the difference between varptr() and strptr(). I believe I am using them correctly.

I've tried declaring the lpctstr as a string but am uncomfortable with this approach since I am unsure how it will play out on a 64-Bit system, or on a Unicode system.

When working with pointers - such oversights will crash and potentially corrupt a DB

Using pointers means I don't have to convert to and from Unicode - its either in Unicode or it isn't - and the conditional compilation statements ensure the proper functions are referenced.

<h3>Short Summary Example</h3>

<pre><code>Public Sub foo()

Dim strA As String

Dim strCB As String

#If VB7 Then

Dim lptstrA As LongPtr

Dim lResult As LongPtr

""

<p>in FlashProfessional, there is a concept called "Config constants" which get set in the Publish Settings. They can be used for conditional compilation as explained here <a href="http://help.adobe.com/en_US/Flash/10.

0_UsingFlash/WS3e7c64e37a1d85e1e229110db38dec34-7fa4a.html#WS7D94A7C3-8F91-421a-936C-F076374C470F" rel="nofollow">http://help.adobe.com/en_US/Flash/10.

0_UsingFlash/WS3e7c64e37a1d85e1e229110db38dec34-7fa4a.html#WS7D94A7C3-8F91-421a-936C-F076374C470F</p>

<p>Question: how do you set config constants in the FlexBuilder IDE?</p>

<p>Thanks!</p>

10418283

how to set config-constants in FlashBuilder

I've been developing a mobile application for a while now. It runs on iOS and Android as well as on the desktop as an AIR app. This is great and I'm very excited about it. However, last week I was asked why I couldn't export a version of the app that ran within a web browser. I said that I assumed I could and that I would look into it.

But why would you want to run mobile code on the desktop?

A couple of reasons:

-

- Greater re-use of code**. This doesn't make sense in all cases but it does in many cases. (I won't elaborate because I think this is self-evident. If you disagree I'd be happy to talk about it but I'd rather not clog this description with it.)

- Quicker/easier client demos**. Rather than having to install an apk or an ipa on a mobile device, I can just send a URL.

So what have I found? Well, from what I've tried so far.. it.. doesn't work. Or rather I haven't been able to make it work.

I started by creating a Flex Library project for all shared code. Then I created 2 application projects that reference it- one for mobile and one for web. The mobile project works fine but the web project does not. Here's what I've tried so far to make it work:

-

- I tried [adding the mobilecomponents.swc and the mobile.swc theme to my web project](http://www.riagora.com/2011/08/flex-mobile-in-the-browser/) so that Flash Builder knows about MobileSkin (and other mobile-only classes). This enables my app to compile but when I launch it immediately throws a runtime error inside of UIComponent: `VerifyError: Error #1014: Class flash.text::StageText could not be found`. I've [found very little about this error](https://www.google.com/search?ix=ieb&sourceid=chrome&ie=UTF-8&q=VerifyError:%20Error%20#1014:%20Class%20flash.text::StageText%20could%20not%20be%20found.), and the one tip I did find (adding the `--swf-version=13` compiler option) does not work.

- I tried using conditional compilation to control which class my skin components inherited from: MobileSkin or SparkSkin. This was just a quick experiment to see if it worked. I know it's disgusting and not a production solution. My thinking though was that if MobileSkin was really just an optimized version of SparkSkin, my skins should be okay inheriting from either. This didn't work right away- app wouldn't compile b'c certain methods were missing (ex. layoutContents) and so I bailed on it because it felt dirty to begin with.

I have a vs 2010 database project with two postdeployment scripts (InitData and TestData). I want to execute TestData only if DEBUG compilation constant exists, so Script.PostDeployment.sql script would look something like this:

```
<code>r .\InitData.sql
#if DEBUG
:r .\TestData.sql
#endif
</code>
```

But doing that I get a compilation error `Incorrect syntax near '#if'` , is there any way to achieve this?

10505737

Conditional compilation in database project

I'd like conditional compilation based on whether the compiling machine is running Windows 7 SP1 or not.

We have a workaround for <http://support.microsoft.com/kb/2517589> but I don't want to check the code in unless it is guarded by an `#ifdef _WIN7_SP1` otherwise the other devs won't be able to compile it on their non win7-sp1 machines.

I've had a bit of a google but couldn't find anything useful.

10576595

What `#if` preprocessor directive to determine if OS

<p>I've got a trouble with conditional compilation in Go 1.</p>

<p>Here is my test code. Is there anything I misunderstand about the "// +build" constraint and the "-tags" flag?</p>

<p>main1.go</p>

```
<pre><code>// +build main1
package main
```

```
import (
    "fmt"
)
```

```
func main() {
    fmt.Println("This is main 1")
}
</code></pre>
```

<p>main2.go</p>

```
<pre><code>// +build main2
package main
```

```
import (
    "fmt"
)
```

```
func main() {
    fmt.Println("This is main 2")
}
</code></pre>
```

<p>when running "go build", I still got compile error</p>

```
<pre><code>$ go build -tags 'main1'
# test
./main2.go:8: main redeclared in this block
    previous declaration at ./main1.go:8
</code></pre>
```

So, both [this](http://stackoverflow.com/questions/479979/msbuild-defining-conditional-compilation-symbols) and [this](http://msdn.microsoft.com/en-us/library/bb629394.aspx) are pretty clear. Simply pass `/p:DefineConstants="SYMBOL"`

It doesn't work at all for me, even in a test project. I'm expecting that passing `/p:DefineConstants="SYMBOL"` will override any conditional compilation constants defined in the csproj. Not the case however...

Full code listing below:

```
<code>using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace DefineConstants
{
    class Program
    {
        static void Main(string[] args)
        {
            #if DEV
                Console.WriteLine("DEV");
            #elif UAT
                Console.WriteLine("UAT");
            #else
                Console.WriteLine("No environment provided");
            #endif
        }
    }
}
```

.csproj file is:

```
<code><?xml version="1.0" encoding="utf-8"?>
<Project ToolsVersion="4.0" DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>
    <Configuration Condition="'$(Configuration)' == 'Debug'>Debug</Configuration>
    <Configuration Condition="'$(Configuration)' == 'Release'>Release</Configuration>
```

<p>Still struggling after lots of tries to read the response of a httprequest that is a binary datastream which will represent an jpg image.</p>

<p>edit: the whole thing</p>

```
<pre><code>xmlhttp = false;
/*@cc_on*/
/*@if (@_jscript_version >= 5)
// JScript gives us Conditional compilation, we can cope with old IE versions.
// and security blocked creation of the objects.
try {
    xmlhttp = new ActiveXObject("Msxml2.XMLHTTP");
} catch (e) {
    try {
        xmlhttp = new ActiveXObject("Microsoft.XMLHTTP");
    } catch (E) {
        xmlhttp = false;
    }
}
@end*/
if (!xmlhttp && typeof XMLHttpRequest != 'undefined') {
    try {
        xmlhttp = new XMLHttpRequest();
    } catch (e) {
        xmlhttp = false;
    }
}
if (!xmlhttp && window.createRequest) {
    try {
        xmlhttp = window.createRequest();
    } catch (e) {
        xmlhttp = false;
    }
}

xmlhttp.open("GET", theUrl, true);
xmlhttp.onreadystatechange = function () {
    if (xmlhttp.readyState == 4) {

        var headers = xmlhttp.getAllResponseHeaders();
    }
}
```

<p>First, yes, I have seen these posts:

Is there an easy way in C# to have conditional compilation symbols based on OS version

Conditional compilation depending on the framework version in C#

but they do not target the direction I am looking for.</p>

<p>What I am looking for specifically is *variable type qualification* via OS version:
</p>

```
<pre><code>public struct REPASTESPECIAL
{
    UInt32  dwAspect;
#if WINVER >= 6.0
    UIntPtr dwParam;
#else
    UInt32  dwParam;
#endif
}
</code></pre>
```

<p>I do not wish to revert to something like this:</p>

```
<pre><code>public struct REPASTESPECIAL<T>
{
    UInt32  dwAspect;
    T dwParam;
}
// return type by OS version
public static Type GetRePasteSpecial_ParamType()
{
    if (Environment.OSVersion.Version.Major >= 5) return typeof(IntPtr);
    else return typeof(UInt32);
}
</code></pre>
```

<p>...as that would permit programmers to use any object of Type T when I desire dwParam to be an IntPtr or an UInt32 object only, but if I must then so be it, and make this a reference for others looking for the same.</p>

<p>i'm trying to build a debug and release version of a library with a Makefile and copy those libraries to the relevant build directories, e.g.</p>

<pre><code>.PHONY: all clean distclean

all: \$(program_NAME_DEBUG)
\$(CP) \$(program_NAME_DEBUG) \$(BUILD_DIR)/debug/\$(program_NAME_DEBUG)
\$(RM) \$(program_NAME_DEBUG)
\$(RM) \$(program_OBJS)
\$(program_NAME_RELEASE)
\$(CP) \$(program_NAME_RELEASE) \$(BUILD_DIR)/release/\$(program_NAME_RELEASE)
\$(RM) \$(program_NAME_RELEASE)
\$(RM) \$(program_OBJS)

\$(program_NAME_DEBUG): \$(program_OBJS)
\$(LINK_DEBUG.c) -shared -Wl,-soname,\$(program_NAME_DEBUG) \$(program_OBJS) -o
\$(program_NAME_DEBUG)

\$(program_NAME_RELEASE): \$(program_OBJS)
\$(LINK_RELEASE.c) -shared -Wl,-soname,\$(program_NAME_RELEASE) \$(program_OBJS) -o
\$(program_NAME_RELEASE)
</code></pre>

<p>The 1st target in all (program_NAME_DEBUG) compiles OK but the 2nd,
(program_NAME_RELEASE) produces the following error:</p>

<pre><code>libGlam_rel.so
make: libGlam_rel.so: Command not found
make: *** [all] Error 127
</code></pre>

<p><code>libGlam_rel.so</code> is the value of
<code>program_NAME_RELEASE</code></p>

<p>It doesn't seem to be recognising the 2nd target as it does the 1st?</p>

<p>EDIT</p>

<p>finally got this working.</p>

<p>one issue was having src files in multiple dirs, used VPATH to sort this, e.g.</p>

<p>Below is a snippet of my code:</p>

```
<pre><code>class A {

    private boolean debug = false;

    // Called when server boots up.
    public void init (property) {
        debug = property.getBoolean ("debug_var"); // read debug from a config file.
    }

    // some other function
    public void foo () {
        if (debug) {
            System.out.println ("From inside the debug block");
        }
    }
}
</code></pre>
```

<p>When I run the code, if (debug) actually prints out "From inside debug block" if debug == true in the config file. </p>

<p>Two Questions:</p>

<p>So, in this case does the compiler include the if block in the .class file just because the value of variable debug might change on run time? </p>

<p>If this is true, then how can I eliminate some code from being added to the .class file on certain environments? </p>

I am using Razor syntax in an ASP.NET MVC3 View inside a JavaScript code but I get a "conditional compilation is off" warning. I searched for it and found out that using `/*@cc_on @*/` before the code turns it on. But I get an error "The name 'cc_on' does not exist in the current context". Any ideas? Where exactly am I supposed to give `/*@cc_on @*/` ?

Sample Code:

```
<code>&lt;script type="text/javascript"&gt;
  @*
    - some multi-line comment stuff here
    - apparently the at signs cause syntax errors --argh!
  *@
&lt;/script&gt;
</code>
```

11030792

Conditional compilation error/warning when using

I'm aware of (and agree with) the usual arguments for placing unit tests in a separate assembly. However, of late I've been experiencing some situations where I really want to be testing private methods. The behind-the-scenes logic in question is complex enough that testing the public and internal interfaces doesn't quite get the job done. The testing against the class's public interface feels overwrought, and I see several spots where a few tests against privates would get the job done more simply and effectively.

In the past I've tackled these kinds of situations by making the stuff I need to test `protected`, and creating a subclass that I can use to get at it in the test framework. But that doesn't work so well on classes that should be `sealed`. Not to mention bloating the test framework with all that scaffolding.

So I'm thinking of doing this instead: Place some tests in the class, where they can get at the private members. But keep them out of the production code using `#if DEBUG`.

Does this seem like a good idea?

11036389

Unit tests in same class (with conditional compili

<p>Bounty</p>

<p>It's been awhile and I still have a couple outstanding questions. I hope by adding a bounty maybe these questions will get answered.</p>

How do you use html helpers with knockout.js

<p>Why was document ready needed to make it work(see first edit for more information)</p>

<p>How do I do something like this if I am using the knockout mapping with my view models? As I do not have a function due to the mapping.</p>

<pre><code>function AppViewModel() {

 // ... leave firstName, lastName, and fullName unchanged here ...

 this.capitalizeLastName = function() {

 var currentVal = this.lastName(); // Read the current value

 this.lastName(currentVal.toUpperCase()); // Write back a modified value

};

</code></pre>

<p>I want to use plugins for instance I want to be able to rollback observables as if a user cancels a request I want to be able to go back to the last value. From my research this seems to be achieved by people making plugins like editables </p>

<p>How do I use something like that if I am using mapping? I really don't want to go to a method where I have in my view manual mapping were I map each MVC viewMode field to a KO model field as I want as little inline javascript as possible and that just seems like double the work and that's why I like that mapping.</p>

<p>I am concerned that to make this work easy (by using mapping) I will lose a lot of KO power but on the other hand I am concerned that manual mapping will just be a lot of work and will make my views contain too much information and might become in the future harder to maintain(say if I remove a property in the MVC model I have to move it also in the KO viewmodel) </p>

<p><hr />

I have a silverlight class library containing business entities, i want these entities to be reused in one of my .net class library. I am not able to use Portable class library because, my silverlight class library has the references to some of the silverlight's core component dlls which are not supported by the Portable library tool. I have introduced conditional compilation, so that the code specific to the silverlight builds only if the compiler is targeting silverlight.

My question is using Visual studio, how can i generate the .net 4.0 runtime assembly for the same silverlight class library?

Any help would be appreciated..

Alpee

11131302

Cross compiling silver light class library to a .net cla

I'm trying to write a Go [wrapper](https://github.com/deft-code/go-enet) using [CGo](http://golang.org/cmd/cgo/) for [ENet](https://github.com/lsalzman/enet).

When I tried to compile my wrapper on a Mac the library was older and had a slightly different interface. 99% of the code is the same just a few C calls need to change.

What is the best practice for dealing with a problem like this in Go?

Is there some way to do conditional compilation or conditional imports?

11143026

Conditional compilation in Go

<p>I have to assign a variable to a constant like this (the code below is at the beginning of my file code, before <code>@implementation</code>):</p>

```
<pre><code>#ifdef DEBUG
NSString *hostStr=[[NSString alloc]init];
hostStr=@"xxx.mycompany.com";
static NSString * const host = hostStr;
#endif
</code></pre>
```

<p>If i do like so:</p>

```
<pre><code>#ifdef DEBUG
static NSString * const host = @"xxx.mycompany.com";
#endif
</code></pre>
```

<p>That will work.</p>

<p>Actually, in my real case, <code>host</code> will contain the value of a global value (declared in the app delegate and initialized in another view controller). But for the sake of simplifying my problem, i use this example (since both cases give me the same error).</p>

<p>How can i fix this problem please. Thanx in advance.</p>

11149009

Conditional compilation:initializer element is not a

I'm writing a C program and would like to write a function so that, if a certain macro is used at least once, the function is compiled in the object file exactly once.

I was thinking of something in these lines:

```
#define CERTAIN_MACRO \
...some code here... \
#include "myfunction.h"

```

(adding my function code in myfunction.h, with suitable include guards in order to prevent multiple inclusion), or

```
#define CERTAIN_MACRO \
...some code here... \
#define USE_MY_FUNCTION

#ifdef USE_MY_FUNCTION
    my function code
#endif

```

But neither works, because `#define` and `#include` are not allowed in macro-expanded code. Any suggestions?

11187005

Conditional compilation: compile once if macro is p

<p>I've got some syntax in a project I'm working on that I'm not familiar with:</p>

```
<pre><code> CONFIG::FLASH_10_1
{
    import flash.net.NetStreamAppendBytesAction;
    import flash.events.DRMErrorEvent;
    import flash.events.DRMStatusEvent;
}
</code></pre>
```

<p>with the following compiler flags</p>

```
<pre><code>-define CONFIG::LOGGING false -define CONFIG::FLASH_10_1 true -define
CONFIG::PLATFORM true -define CONFIG::MOCK false
</code></pre>
```

<p>The class references aren't working when the imports are inside that block and I'm wondering if it's an fb4 vs fb4.5 issue. If I pull them out, all the references work as expected.</p>

11232107

classes imported from conditional compilation not

<p>I do not want to create multiple projects to compile WSS and Moss separately. How do I create conditionals to compile different Sharepoint versions? How can the versions be differentiated? </p>

<p>Sample to express intent:</p>

```
<pre><code>#if Moss
//reference a dll specific for moss
#elif WSS
//reference a dll specific for wss
#endif
</code></pre>
```

11290378

How do I differentiate WSS and Moss for condition

<p>The error generated is "Conditional Compilation is turned off".</p>

<p>Conditional Compilation hack from MSDN is prevalent but fails.</p>

<p>There are several questions like this one:

Conditional Compilation is turned off in Razor?</p>

<p>They all point to the answer of:</p>

```
<pre><code>/*@cc_on @*/  
</code></pre>
```

<p>From the article seen here at the MSDN:</p>

<p>http://msdn.microsoft.com/en-us/library/5y5529x3(v=vs.90).aspx</p>

<p>However, this hack is pretty fail or I seem to fail at implementing it. The trailing <code>@*</code> causes the remaining code in the .cshtml file to become commented out. Moreover, <code>@cc_on</code> gives an error "cc_on does not exist in the current context".</p>

<p>Here is a piece of code to test in a .cshtml file:</p>

```
<pre><code>&lt;script type="text/javascript"&gt;  
@for(int i = 0; i &lt; 5; i++)  
{  
    document.write(@i);  
}  
&lt;/script&gt;  
</code></pre>
```

<p>Which will cause the "Conditional Compilation is turned off" message. Attempting to insert the workaround in there will cause various other messages such as "cc_on" does not exist in the context", "expected ,", or "expected ;", or "expected)" from the for loop. </p>

<p>How can a razor for loop be used in a javascript script tag?</p>

<p>Finding it difficult to express myself easily around this issue so thought best to start with a context section:</p>

<p>Context:</p>

<p>I have a Flex based application (a rather complex system) that can be compiled using "conditional compilation" into various use cases eg:</p>

<p>Compilation One = portalProjectUserOne
Compilation two = portalProjectUserTwo</p>

<p>Whether using conditional compilation is a sound idea is a completely different argument and therefore lets assume one is forced down this road, I then however decide to create a project for each of my desired compilations:</p>

<p>portalProjectUserOne

- branches
- tags
- trunk
- src
- pom</p>

<p>portalProjectUserTwo

- branches
- tags
- trunk
- src
- \${NEEDS TO USE PROJECT ONES SOURCE}</p>

<p>As I do not want to break the ever rigid laws of programming and not duplicate anything I need a way of accessing the source of project ONE and using the source to do a CUSTOM compilation. </p>

<p>Things I have tried:</p>

I tried using relative paths (../portalProjectUserOne/trunk/src/etc...) with successful compilation but when it came time to release a final product to the nexus repo it had a few issues with reaching out the project structure, that and it felt a bit dirty really.

I attempted to use the "maven-dependency-plugin" to try and copy the sources from the first project, maybe this a pure lack of understanding on my part but I can not get my head

<p>I have a program in C++ that is designed to run a simulation for a summer project I'm doing. It is pretty computationally intensive, but I have gotten permission to use a cluster computer's resources to run it, but I test it and develop it on my own laptop. This program generates text files as output, and this is where I run into trouble. </p>

<p>I need the text files to be saved in different paths depending on whether I'm running the program on my own computer or on the cluster computer. My solution for now has been to use <code>\$(shell hostname)</code> in my makefile to check which machine the code is being compiled on and, from that output, use conditional compilation with macros defined from that operation in the makefile. At one time, I was using two different versions of a header that defined macros differently on my computer versus the cluster, but I'm using a git repository to transfer changes back and forth, and I was having a very difficult time excluding one file like this.</p>

<p>I was just wondering what is the most preferable practice to set paths at compile time on different computers with the same source.</p>

11433954

One source needs to compile differently on multipl

<p>Is it possible to write custom C# StyleCop rules that can evaluate conditional compilation preprocessor directives like #if, #elif, #else, #endif?</p>

<p>We're developing in an environment which requires us to use conditional compilation symbols, and I want to add our custom coding conventions on top of that.</p>

<p>Is this possible with the <code>CsDocument.WalkDocument</code> - method, or do I have to utilize something else?</p>

<p>(FxCop is not going to work here as it works on already compiled binaries).</p>

11437459

How to generate custom StyleCop rule for C# - Con

In my template I need to have different code parts based on whether the typename is a fundamental type or not.

Compiling this code gives a C4067 in MSVC (unexpected tokens following preprocessor directive - expected a newline):

```
template <typename T>
void MyClass<T>::foo()
{
    // ... some code here
    #if std::is_fundamental<T>::value
        if(m_buf[j] < m_buf[idx_min])
            idx_min = j;
    #else
        const ASSortable& curr = dynamic_cast<ASSortable&>(m_buf[j]);
        const ASSortable& curr_min = dynamic_cast<ASSortable&>(m_buf
[idx_min]);
        // error checking removed for simplicity
        if(curr.before(curr_min))
            idx_min = j;
    }
#endif
}
```

The template is to work with both primitive and my own (derived from ASSortable) data types and the error is thrown from template instantiation code:

```
template class MyClass<char>;

```

Trying to modify the precompiler expression to this didn't work either:

```
#if std::is_fundamental<T>::value == true

```

and produces the same exact warning.

Any ideas how to make this code warning-free?

Edit Another thing that comes to mind is to convert this into a run-time check and live with the "constant if expression" warning... Is there really no way to do this?

<p>Are there any built in conditional compilation constants that I can use to check if I'm running in debug or release build? </p>

11461726

Are there any conditional compilation constants I c

<p>I'm currently porting code from MSVS2005 to MSVS2010. I have a problem with the function ReadProcessorPwrScheme() (and also WriteProcessorPwrScheme()) that no longer exist.</p>

<p>I looked at the file Powrprof.h to find:</p>

```
<pre><code>#if (NTDDI_VERSION >= NTDDI_WINXP)
//
// deprecated.
//
STDAPI_(BOOLEAN)
ReadProcessorPwrScheme(
    __in UINT uiID,
    __out PMACHINE_PROCESSOR_POWER_POLICY pMachineProcessorPowerPolicy
);
#endif
</code></pre>
```

<p>and the same for the <code>write</code> function.</p>

<p>1) It compiled correctly with MSVS2005 but I saw that the SDK changed (just taking a look at the file Powrprof.h and we see that they differ. In the file with MSVS2005, there was no conditional compilation.)</p>

<p>Note that if you want me to tell you which SDK is used you will have to tell me where to find the version number!</p>

<p>2) I'm on Win7 SP1, 64 bits.</p>

<p>Is there a workaround, replacement functions, or whatever that could help me?</p>

<p>Thank you!
Dominique</p>

11619575

Port from MSVS2005 to MSVS2010: I cannot longer

Note: *In case it matters, we are using **git**, (so branching and merging is a breeze), and this is an Android application (**Java**) - so conditional compilation is not really applicable).*

Similar to this question [here](http://stackoverflow.com/questions/4381523/branching-strategy-for-configurable-software), but what if you have more than just UI differences between different rebrands of a single version of your software? For example, what if an entire feature or subsystem should not be compiled into one of the rebrands (e.g. it contains code that is intellectual property of one company and should not be available to others)?

Should a separate branch be created for each rebrand in this case? If so, is there any use for a main/master branch, since it will just become code-storage and not compile into any useful application (weird)? But not having a main/master branch means having to cherry-pick (individually select) commits to merge across rebrands, which seems like a bad approach.

Or is there another way to solve this that doesn't involve branches?

11650596

Application rebrands - when should a branching str

<p>I have a project which contains a class that draws on a graph. The class looks like this:-</p>

```
<pre><code>using System.Web.UI.DataVisualization.Charting;
```

```
namespace MyNameSpace
{
    public static class Utilities
    {
        public static void DrawOnGraph (Chart ourChart,
                                         // ...more parameters...
                                         )
        {
            ChartArea our_area = new ChartArea("Main");
            // Draw things
        }
    }
}
</code></pre>
```

<p>This is driven by a web application contained in another project in the same solution. I now have a requirement to create a forms application which will draw precisely the same graph using precisely the same inputs on to a web form. I wish include the project into a second solution. But the class needs to look like this:-</p>

```
<pre><code>using System.Windows.Forms.DataVisualization.Charting;
```

```
namespace MyNameSpace
{
    public static class Utilities
    {
        public static void DrawOnGraph (Chart ourChart,
                                         // ...more parameters...
                                         )
        {
            ChartArea our_area = new ChartArea("Main");
            // Draw things
        }
    }
}
</code></pre>
```

<p>Does the Flex compiler pass a version number that's accessible to conditional compilation? The problem I'm facing is I have some common code that may be used with SDK 10 or 11 and it uses JSON. I want to be able to not force 11 users to use the external JSON library as JSON functionality is in the 11 SDK.</p>

<p>I realize I can set my own compiler parameter, but I wanted to avoid that if possible, so users of the shared code don't need to remember to set this parameter.</p>

11672625

ActionScript 3: Conditional compilation on compile

<p>What is the purpose and good usage of #define directive in C#?</p>

<p>There are already few questions on this topic but no answer I need. They only give examples how it works. But I need deeper explanation: why does it exist and what are good ways of using it (if any).</p>

<p>Basically I know how to use it, but for me the usage looks odd. Let's look at example:</p>

```
<pre><code>#define DEV
```

```
#if DEV
```

```
Console.WriteLine("Development trace log message");
```

```
#endif
```

```
</code></pre>
```

<p>For me this is completely different from using #if conditional build with project-defined conditional compilation symbols. If we use project-defined symbol, it is attached to project build configuration and we can manage code needed to build (and excluded from build) with build configuration used. So code</p>

```
<pre><code>#if DEBUG
```

```
Console.WriteLine("Debug log message");
```

```
#endif
```

```
</code></pre>
```

<p>is fine for me. But as I said it is completely different from using #define directive because it is managable.

Am I correct that 1st example can be managed only manually commenting/uncommenting #define line on every build? If yes, it is not managable, hard-to-maintain and I think this usage of #define is extreemely bad practice and sholdn't exists in the language at all.</p>

<p>I can imagine usage of #define/#undef inside #if statement. Something like</p>

```
<pre><code>#if DEBUG
```

```
#if CLIENT1
```

```
#define TEST_CLIENT1
```

```
#endif
```

```
#endif
```

```
#if TEST_CLIENT1
```


<p>I'd like to compile differently based on which build configuration I'm using. Something like</p>

```
<pre><code>#ifdef DEBUG
// debug code goes here
#endif
</code></pre>
```

<p>I know I can do this by defining preprocessor macros for each build configuration. But I'm wondering if there's already something built-in I can use. Is there?</p>

11690909

xcode -- conditional compilation based on build configuration

<p>I would like the ability to select which "conditional compilation symbols" are used with my TeamCity build. We have a few that enable customer-specific features. Do most people just have separate builds configured -- one for each possible combination? Or is there some way in TeamCity to set up a little checkbox list of these critters? I see how to do it with their parameter dialog, but that seems prone to error and not well suited for an arbitrary number of these conditional items.</p>

11725089

best approach for choosing preprocessor defines with TeamCity

I have an iOS project that has two targets. The first one is intended to be used as the normal application, while the second one will include third party classes to extend functionality.

I wish to be able to compile both of them within the same Xcode project, but I need to exclude third party classes in the first target in order to avoid paying licenses that we won't use.

I've considered doing something like this:

```
#ifdef THIRD_PARTY
    NSLog(@"Third party enabled");
#else
    NSLog(@"Third party disabled");
#endif
```

But I'd need to define THIRD_PARTY in a building settings file, and I couldn't do so.

What do you think?

11801323

Conditional compilation on iOS

Several Wpf controls have no visual representation unless they have some data (ItemsControl for example). So to view their layout in the Visual Studio designer you need to use the DesignData XAML extension to populate them with something that can be rendered. A common usage of these controls is to define several implicitly typed datatemplates so that the control can display a variety of types.

However, it seems to me that the designer has little or no support whatsoever for this most simple of layouts making it all but useless to us, but I'm hoping I'm wrong and that I've just overlooked something. Here is how it seems to me (xmlns namespaces omitted for brevity).

```
<pre class="lang-xml prettyprint-override"><code>&lt;UserControl
  d:DataContext="{d:DesignData Source=/CustomersDesignData.xaml}"&gt;

  &lt;Grid&gt;
    &lt;ItemsControl&gt;

      &lt;ItemsControl.ItemTemplate&gt;
        &lt;DataTemplate&gt;
          &lt;ListBoxItem&gt;
            &lt;StackPanel Orientation="Horizontal"&gt;
              &lt;TextBlock Text="{Binding FirstName}"&gt;
              &lt;TextBlock&gt;&lt;/TextBlock&gt;
              &lt;TextBlock Text="{Binding LastName}"&gt;
            &lt;/StackPanel&gt;
          &lt;/ListBoxItem&gt;
        &lt;/DataTemplate&gt;
      &lt;/ItemsControl.ItemTemplate&gt;

    &lt;/ItemsControl&gt;
  &lt;/Grid&gt;

&lt;/UserControl&gt;
</code></pre>
```

The above works in that the designer correctly displays the sample data enabling one to verify the layout. But there is no implicit datatyping making this approach useless for displaying multiple types.

```
<pre class="lang-xml prettyprint-override"><code>&lt;UserControl
  d:DataContext="{d:DesignData Source=/CustomersDesignData.xaml}"&gt;
```

<p>I'm curious if there's "default conditional compilation symbols" that are basically automatically defined by the C# compiler. For instance, the compiler framework version, or anything.</p>

<p>I did a cursory check and did not see any defaults.</p>

11832654

Are there any default compilation symbols defined

<p>I'm using ocamlbuild's native support for ocamlfind to simplify my project's build process. File <code>foo.ml</code> relies on conditional compilation using camlp4's macros. The <code>_tags</code> file contains the following:</p>

```
<pre><code>&lt;foo.ml&gt;; package(camlp4.macro), syntax(camlp4o)
</code></pre>
```

<p>This works well, but I'm having trouble passing options to camlp4. Without using the ocamlbuild+ocamlfind automation, the command line would be something as this:</p>

```
<pre><code>camlp4o pa_macro.cmo -DFOO file.ml
</code></pre>
```

<p>But how can I pass camlp4 the <code>-DFOO</code> variable when using ocamlbuild+ocamlfind? I feel there should be a simple command line option, instead of having to mess with <code>myocamlbuild.ml</code>.</p>

11866324

Passing options to camlp4 with ocamlbuild

<p>I have an iOS project with two targets, one is intended to be the full version while the other one will be the lite version.
I'm using the following code in order to hide/show features. </p>

```
<pre><code>#ifdef FULL_VERSION
    NSLog(@"Full version");
#endif
</code></pre>
```

<p>This works well if I define preprocessor macros at project level, however when I set them at target level they don't work.
By the way I'm setting them like this:</p>

```
<pre><code>Apple LLVM compiler 3.0 - Preprocessing
    Preprocessor Macros    FULL_VERSION
</code></pre>
```

<p>I need to define them at target level in order to know which version is running.</p>

<p>Any ideas why they work only at project level? </p>

11870266

Conditional compilation Xcode using preprocessor

<p>Due to a serious headache with log4net's strong naming and versioning, i.e., the old 1.2.10 name, the new 1.2.11 name, and (heaven help me) the 1.2.10 one SAP made and shoved into the GAC with its own strong name, my application will refuse to run on any machine but my own. It keeps looking for version 1.2.11 of the strongly named SAP version, which doesn't exist.</p>

<p>As nothing in my project is strongly named, I want to stop the compiler from looking for a strongly named assembly and just load the one I put in the directory. Since it is complaining about the manifest not matching, I'm trying to find a reference in my project for that version and public key, but I am coming up short. It seems this manifest is created at compile time.</p>

<p>How can I override that? is there a property or switch or conditional compilation I can use to specify exactly which assembly I wish to reference?</p>

<p>Ultimately I want to use the 1.2.11 version of log4net, and force the assembly to ignore the version in the GAC, to look only in the local bin directory. This really shouldn't be this painful.</p>

12093169

How do I manually edit the manifest of my Visual S

<p>I have tried several tactics to use the boolean value within the JS ,but nothing works :</p>

```
<pre><code>&lt;script type="text/javascript"&gt;
var model = @Html.Raw(Json.Encode(Model));
    if (model.IsNew == true) {
        alert("1");
    }
&lt;/script&gt;
</code></pre>
```

<p>Tried the following:
</p>

```
<pre><code>var IsNew = @Model.IsNew ;
var IsNew = "@Model.IsNew";
</code></pre>
```

<p>I keep getting the following error :
</p>

```
<pre><code>Conditional compilation is turned off
</code></pre>
```

<p>Anyone could explain why this occurs and maybe guide me to a possible solution ? </p>

12162919

Error when accesing Razor Boolean variable in Java

<p>Say for instance I have a Visual Studio project with a configuration called "MyConfig" and I have the compilation symbol <code>MY_CONFIG_SYMBOL</code> defined.</p>

<p>Is there a macro or command to see if <code>MY_CONFIG_SYMBOL</code> is defined in the pre/post build events? Something like <code>#if MY_CONFIG_SYMBOL</code>, but for the build event?</p>

12200301

Is it possible to use conditional compilation symbol

<p>I have searched SO and not found a solution to this problem. I have code like this: </p>

```
<pre><code>&lt;script&gt;
$("AddToFavorites").Click(function() {
    var apiLink = "/url/AddToFavorites?id=" + @Model.RecipeId;
    $.ajax({
        url: apiLink,
        type: "GET"
    });
});
&lt;/script&gt;
</code></pre>
```

<p>the . in Model.RecipeId gets underlined and I get a compiler error of: </p>

```
<pre><code>Conditional compilation is turned off
</code></pre>
```

<p>Is it not possible to use c# code in a javascript block? If this is the case, how do I get around it to make the url dynamic in a case like this?</p>

<p>Thanks.</p>

12201578

Conditional Compilation is Turned Off VS 2012 razc

I'm using [grunt-bbb](https://github.com/backbone-boilerplate/grunt-bbb) for a JavaScript project I'm working on. I'd love to use conditional compilation using grunt's support for UglifyJS, but I cannot seem to get it to work. I'm trying to pass a `defines` option to uglify task, but it doesn't seem to be working.

My grunt.js file looks like:

```
module.exports = function (grunt) {
  grunt.initConfig({

    // ... config options ...

    uglify: {
      "mangle": {
        "defines": {"DEBUG": false}
      }
    },

    // ... more configs ...

  });

  // ... custom tasks ...

  grunt.registerTask("release", "default min mincss");
};
```

I've tried to add an `except` property to the `mangle` object as well, and that doesn't seem to work either (it still mangles the file...) UglifyJS is obviously being run, but it doesn't seem like it's getting the options passed in. I've dug through the code as well and when I `console.log(grunt.config('uglify'));` I get

```
{ mangle: { defines: { DEBUG: false } } }
```

which looks correct to me...

Any thoughts???

<p>I am writing code that is used in both WPF and Silverlight. In C# I can use <code>"#if SILVERLIGHT"</code> for conditional compilation, and it works.</p>

<p>In XAML, however, I must resort to use completely different XAML files, since some attributes are simply incompatible. XAML files are 99% a like, and keeping them in sync is a hassle.</p>

<p>I would like to convert them into a T4 template, so I can do things like:</p>

```
<pre><code>&lt;SomeControl &lt;#ClipsToBounds()#&gt; /&gt;</code></pre>
```

<p>Where <code>ClipsToBounds()</code> produces different text for WPF and Silverlight. The requirements are:</p>

- Intellisense while working on the XAMLTemplates generated at build timeThe project must be self contained and work on stock version of Visual Studio: installs of various SDKs and 3rd party editors are not acceptableResults of the template run should NOT be in source control. -

<p>I found that I can change <code>custom tool</code> on a XAML file from <code>MSBuild: Compile to TextTemplatingFileGenerator</code> and I don't lose Intellisense. However, resulting templates are generated at design time. To have then generated at build time seems like a big pain. </p>

<p>Did anyone have successful experience with this kind of setup?</p>

<p>Consider following code -</p>

```
<pre><code>namespace N1
{
    class A
    {
        //some implementation
    }
    class B
    {
        //some implemntation
    }
}

namespace N2
{
    class A
    {
        //slightly different implementation
    }
    class B
    {
        //slightly different implementation
    }
}
</code></pre>
```

<p>Obviously we can't use both assemblies together -</p>

<p>And the resolution is, to use fully qualified class names. When refactoring 1000s of lines of code which uses N1 namespace classes. Decision is made once at the startup of process, whethere N1 has to be used or N2.</p>

<p>Something a bit more advanced than conditional compilation feature in C++</p>

```
<pre><code>#ifdef debug
#include <N1.h>;
#elif
#include <N2.h>;
#endif
</code></pre>
```

<p>I have a really confusing issue with my Makefile</p>

<p>I am using it to build a unit-test executable with conditional compilation for linux and windows</p>

<p>For the rule where it is building the object files from the src code it is missing out certain files. There doesn't seem to be a pattern to it such as all the missing files are from a specific directory - it just appears to randomly iss out some of my src files.</p>

<p>My Makefile looks like this:</p>

```
<pre><code>TARGET := test_glamdring2
program_NAME := $(TARGET)
```

```
#WIN32 - need to install hg on WIN32 platform for this line to work
#HGVERSION:= $(shell hg parents --template 'hgid: {node|short}')
```

```
# Platform specific conditional compilation
UNAME := $(shell uname)
```

```
# specify dirs other then current dir to search for src files
VPATH = ../src ../../RESTRICTED/core/src ../../RESTRICTED/pulse_IO/src
```

```
# src code file locations realtive to test/ dir
# SRCS = main.c \
# test_utility.c \
# ../src/utility.c \
# test_tha.c \
# ../src/tha.c \
# ../src/minIni.c \
# test_load_config.c \
# ../src/load_config.c \
# test_ddi.c \
# ../src/ddi.c \
# ../src/caa.c \
# ../../RESTRICTED/core/src/mem.c \
# ../../RESTRICTED/pulse_IO/src/pulse_IO.c \
# test_caa.c \
# test_save_library.c \
# ../src/save_library.c \
# ../../RESTRICTED/core/src/load_gnf.c \
# ../../RESTRICTED/core/src/load_gnf.c \
```

<p>Our SSDT database project includes a table that has a computed column that can take one of several forms, depending on customer requirements. I'm trying to figure out how to manage this computed column so that we can still use the Publish function without reverting everyone's columns back to the default.</p>

<p>What I'm trying to accomplish can be explained in the following
invalid T-SQL code:</p>

```
<pre><code>CREATE TABLE dbo.Customer
(
    Id INTEGER,
    Region INTEGER,
    Name VARCHAR(50),
    AccountNumber AS dbo.FormatAccountNumber(Id, Region)
)

CREATE FUNCTION [dbo].[FormatAccountNumber]
(
    @Id INTEGER,
    @Region INTEGER
)
RETURNS VARCHAR(20)
AS
BEGIN
    IF '$(AccountType)' = 'Regional'
        RETURN CONVERT(VARCHAR, @Region) + '-' + CONVERT(VARCHAR, @Id)

    IF '$(AccountType)' = 'Merged'
        RETURN CONVERT(VARCHAR, @Region * 100000 + @Id)

    IF '$(AccountType)' = 'Flat'
        RETURN CONVERT(VARCHAR, @Id)
END
</code></pre>
```

<p>This, of course, doesn't work because the <code>\$(AccountType)</code> SQLCMD variable can't be used inside of the function, and wouldn't be set properly at run-time anyway. I've also trying putting the SQLCMD conditional around the entire function:</p>

```
<pre><code>IF '$(AccountType)' = 'Flat'
CREATE FUNCTION ...
```

I have a Partial View that returns a Javascript function call after I submit an Ajax form. It takes a list of addresses and call Javascript functions to geocode and place markers on a Google Map. When I compile the following code, I get "Conditional compilation is turned off" error around var in the ForEach line.

```
<code>@model IEnumerable<TestStore.Models.Address>

@if (Model.Count() > 0)
{
    <script type="text/javascript">
        deleteMarkers();

        @foreach(var item in Model)
        {
            codeAddress('@item.GetAddress');
        }
    </script>
}
</code>
```

I fiddle around with the code and the following does work without compile errors:

```
<code>@if (Model.Count() > 0)
{
    <script type="text/javascript">
        deleteMarkers();
    </script>

    foreach (var item in Model)
    {
        <script type="text/javascript">
            codeAddress('@item.GetAddress');
        </script>
    }
}
</code>
```

For sake of discussion, if I have longer logic that make a lot of Javascript function calls inside loops, I would much prefer to surround everything inside 1 script block. I searched around Stack Overflow and it seem that Razor syntax could go inside a script block but I don't know how that look like in my example.

<p>I need to build my application for a legacy system running Windows 98SE. (The system involves special hardware and an OS upgrade is not a possibility.) My development environment is Visual C++; the application is vanilla ANSI C, and the result is a WIN32 console application.</p>

<p>I am aware that in Visual Studio 2008 support for older version of Windows was dropped completely, so I am using instead Visual Studio 2005 (which I still have on my last-generation Windows XP laptop). I have conditional compilation to avoid calling API functions not available under W98SE, and I know about not using Unicode.</p>

<p>n.b. This all used to work. I have successfully built W98SE executables in the past. Somehow.</p>

<p>The application I have built fails with the "Expects a newer version of Windows. Upgrade your Windows version".</p>

<p>I have examined the .exe file with a hex editor, and the WINVER value (which in this case is at offset 288 decimal) is 4, as it should be. On the normal build, i.e. for modern Windows versions, the WINVER value (which in this case is at offset 296 decimal) is 5. So how is it possible for the WINVER=4 version to cause the "Expects a newer version" error to be reported?</p>

12716520

Why won't my WINVER 4 .exe run under W98SE?

<blockquote>
 <p>Possible Duplicate:

 Is it possible to write a C++ template to check for a function's existence? </p>
</blockquote>

<p>In languages like JavaScript, you can check for the presence of a property</p>

```
<pre><code>// javascript  
if( object['property'] ) // do something  
</code></pre>
```

<p>In C++, I want to condition compilation based on whether the type <code>T</code> has a certain property or not. Is this possible?</p>

```
<pre><code>template &lt;typename T>  
class IntFoo  
{  
    T container ;  
public:  
    void add( int val )  
    {  
        // This doesn't work, but it shows what I'm trying to do.  
        // if the container has a .push_front method/member, use it,  
        // otherwise, use a .push_back method.  
        #ifdef container.push_front  
        container.push_front( val ) ;  
        #else  
        container.push_back( val ) ;  
        #endif  
    }  
  
    void print()  
    {  
        for( typename T::iterator iter = container.begin() ; iter != container.end() ; ++iter )  
            printf( "%d ", *iter ) ;  
  
        puts( "\n--end" ) ;  
    }  
};  
</code></pre>
```


I want to have a different list of units in the `uses` clause depending on compiling for FMX or VCL. In the code below I try to test `FireMonkeyVersion` which works in an FMX project (`label1.Text` is 'FMX'). When I move the `$IF` statement into the `uses` clause I get an error message (`[dcc32 Error] fmx_text.pas(7): E2026 Constant expression expected`). Is there any way to get the desired conditional compilation?

```
unit fmx_text;

interface

uses
  System.SysUtils, System.Types, System.UITypes, System.Rtti, System.Classes,
  System.Variants, FMX.Controls, FMX.Forms, FMX.Dialogs, FMX.Types;
{$IF FireMonkeyVersion >= 16}
  {$DEFINE HAS_FMX}
{$ELSE}
  {$DEFINE HAS_VCL}
{$IFEND}

type

  TForm2 = class(TForm)
    Label1: TLabel;
    procedure FormCreate(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form2: TForm2;

implementation

{$R *.fmx}

procedure TForm2.FormCreate(Sender: TObject);
begin
  label1.Text := 'Undefined';
{$IFDEF HAS_FMX}
  label1.Text := 'FMX';
{$ENDIF HAS_FMX}
end;
```

<p>Is it possible in c# to check for the existence of any conditional compilation symbol, not just one, i.e. </p>

```
<pre><code>#if ANY_CONDITIONAL_COMPILATION_SYMBOL_IS_DEFINED
    MessageBox.Show( "Don't forget to remove the cc symbols before shipping.");
#else
    ...
</code></pre>
```

12873715

Check for any conditional compilation symbols in c#

I currently have a make file, part of which looks like the following.

```
#####  
###  
# Files                                     #  
#####  
  
C_SRC += \  
CMSIS/CM3/CoreSupport/core_cm3.c \  
CMSIS/CM3/DeviceSupport/EnergyMicro/EFM32/system_efm32.c \  
efm32lib/src/efm32_assert.c \  
efm32lib/src/efm32_system.c \  
efm32lib/src/efm32_gpio.c \  
efm32lib/src/efm32_cmu.c \  
efm32lib/src/efm32_usart.c \  
efm32lib/src/efm32_i2c.c \  
efm32lib/src/efm32_dma.c \  
efm32lib/src/efm32_timer.c \  
efm32lib/src/efm32_int.c \  
efm32lib/src/efm32_emu.c \  
efm32lib/src/efm32_adc.c \  
efm32lib/src/efm32_rtc.c \  
radio.c \  
led.c \  
trace.c \  
    main.c  
  
S_SRC += \  
CMSIS/CM3/DeviceSupport/EnergyMicro/EFM32/startup/cs3/startup_efm32.s  
  
#####  
# Rules                                     #  
#####  
  
C_FILES = $(notdir $(C_SRC) )  
S_FILES = $(notdir $(S_SRC) )  
#make list of source paths, sort also removes duplicates  
C_PATHS = $(sort $(dir $(C_SRC) ) )  
S_PATHS = $(sort $(dir $(S_SRC) ) )  
  
C_FLAGS = $(foreach f, $(C_PATHS), -I$(C_PATHS))
```

<p>In the Haxe programming language, is it possible to detect the target language inside a method definition, as shown here?</p>

```
<pre><code>class Test {  
    static function main() {  
        trace("Hello World !");  
        #if java  
            trace("This is compiled to Java");  
        #elseif js  
            trace("This is compiled to Javascript");  
        }  
    }  
}  
</code></pre>
```

13165731

Conditional compilation inside a method in Haxe

<p>how to do conditional compilation in yacc. Similar to done in C using ifdef.
I want to create a rule based on a condition. Is it possible in yacc. Example. based on condition rule A is defined as follows: </p>

```
<pre><code>ruleA : A | B, /* For condition 1 */  
ruleA : C /* If condition 1 is not satisfied */  
</code></pre>
```

13170812

conditional compilation in yacc

I have an app which is published on both Google Play and Amazon AppStore. I recently added map API features to this app, so I had to use the Google APIs SDK to build it. I have successfully published my new version on Google Play, but having problems on Amazon.

The app was rejected by Amazon AppStore because they said the Kindle line of devices would not support it. After further research I downloaded the new Kindle emulators and found that they do not support the Google APIs. Since Kindle Fire tablets seem to be the primary devices for people purchasing apps through Amazon AppStore, I realized that I need to submit a version of my app which does not include the map features, but otherwise is the same app.

So my question is: how do I create a second version of the App which is based on the standard Android SDK and does not include the mapping API, but uses the same Java source files? As a long-time C++ programmer I could easily do this in C++ using conditional compile flags, but I've come to realize that Java does not support conditional compilation. And I certainly don't know how to exclude libraries from one Android Eclipse build and include them in another build.

Can anyone give me some tips on how to achieve my desired result in Android? I know I could create two separate apps but there would be a lot of code overlap which would be a lot more work for me when I have to do updates, I really don't want to have to maintain two separate codebases just to support Kindle Fires!

13244384

Android: How to remove map features for Amazon

<blockquote>
<p>Possible Duplicate:

Which conditional compile to use to switch between Mac and iPhone specific code? </p>
</blockquote>

<p>I've defined a protocol which should work just fine on both Mac and iOS. However, one of the methods of the protocol would better return a specific class of object (rather than just 'id'), but the class is not a foundation class and thus varies on the two platforms (for example, UIButton and NSButton).</p>

<p>How can I use a pragma mark like <code>#ifdef TARGET_OS_IPHONE</code> to include the same protocol header in two libraries, one built for iOS and one for Mac?</p>

<p>Here is my actual protocol and my (broken) attempt at conditional compilation</p>

```
<pre><code>#import <Foundation/Foundation.h>;

@protocol SharedAppDelegate <NSObject>;

#ifdef TARGET_OS_IPHONE
@protocol UIApplicationDelegate;
+ (NSObject<UIApplicationDelegate> *)sharedAppDelegate;
#else
@protocol NSAppDelegate;
+ (NSObject<NSAppDelegate> *)sharedAppDelegate;
#endif

@end
</code></pre>
```

<p>One thing I know off the bat is that the target does not include the simulator, but I cannot find a solid example of one target which covers Mac and another all iOS incarnations.</p>

<p>I'm trying to have a method behave differently between iOS and MacOS. I need this to process keyboard events on the MacOS platform.</p>

<p>Browsing the source code, I found the following macros in use. When running my code for the macos platform, I only get "begin" being output to console, as if the "_CC_PLATFORM_MAC" wasn't defined.</p>

<p>Am I doing this wrong?</p>

```
<pre><code>-(void)processEvent:(NSEvent*)event{

    NSLog(@"begin");

#ifdef __CC_PLATFORM_IOS

    NSLog(@"nothing here");

#elif defined(__CC_PLATFORM_MAC)

    NSLog(@"process keyboard event");

#endif // __CC_PLATFORM_MAC

}
</code></pre>
```

<p>Thanks...</p>

13265932

ObjC Conditional compilation in Cocos2D

Basically, when declaring Windows API functions in my VB6 code, there comes with these many constants that need to be declared or used with this function, in fact, usually most of these constants are not used and you only end up using one of them or so when making your API calls, so I am using **Conditional Compilation Arguments** to exclude these (and other things) using something like this:

```
<code>IncludeUnused = 0 : Testing = 1</code>
```

(this is how I set two conditional compilation arguments (they are of Boolean type by default)).

So, many unused things are excluded like this:

```
<code>#If IncludeUnused Then
' Some constant declarations and API declarations go here, sometimes functions
' and function calls go here as well, so it's not just declarations and constants
#End If</code>
```

I also use a similar wrapper using the **Testing** Boolean declared in the **Conditional Compilation Argument** input field in the VB6 Properties windows "Make" tab. The **Testing** Boolean is used to display message boxes and things like that when I am in testing mode, and of course, these message boxes are removed (not displayed) if I have **Testing** set to 0 (and it is obviously 1 when I am Testing).

The problem is, I tried setting **IncludeUnused** and **Testing** to 0 and 1 and visa versa, a total of four (4) combinations, and no matter what combination I set these values to, the output EXE file size for my VB6 EXE does not change! It is always 49,152 when compiled to Native Code using Fast Code, and when using Small Code.

Additionally, if I compile to p-code under the four (4) combinations of **Testing** and **IncludeUnused**, I always end up with the file size 32,768 no matter what.

This is driving me crazy, since it is leading me to believe that no change is actually occurring, even though it is. Why is it that when segments of code are excluded from compilation, the file size is still the same? What am I missing or doing wrong, or what have I miscalculated?

<p>I'm using Eazfuscator for a while for my project and everything is working as it should be until, I created a copy of Release build configuration called "Release-Internal". I also updated the post build event and changed the script to "if /I "\$(ConfigurationName)" NEQ "Debug"...". Now all of my projects obfuscate without any problems but only one of them displays the following error: </p>

<blockquote>

<p>(EF-1099 error occurred.</p>

<p>4> Obfuscator can not load the input assembly or one of its dependencies.</p>

<p>4> To resolve this issue you can:</p>

<p>4> - Specify a probing path</p>

<p>4> - Put a missing assembly near the input file</p>

<p>4> More information can be found in Eazfuscator.NET Documentation at</p>

<p>4> Troubleshooting -> Error Codes Knowledge Base -> EF-1099 chapter.)</p></blockquote>

<p>The interesting part is if I change the active configuration to "Release" the same project obfuscates without any problems. The difference between the "Release" and "Release-Internal" configurations are just that the "Release-Internal" has an extra conditional compilation symbol called INTERNAL.</p>

<p>I also build the project without obfuscation with the "Release-Internal" config. The application build succeed and executed as it should be.</p>

<p>Best regards,</p>

13344404

Eazfuscator.NET error for custom build configuratic

<p>How I can compile template function with pre-processor condition? Like that (but it is not working):</p>

```
<pre><code>template <bool var>;
void f()
{
    #if (var == true)
        // ...
    #endif
}
</code></pre>
```

13378025

Preprocessor and template arguments or condition

<p>I have a lot of code doing conditional compilation based on defines that come from the compiler, not any definitions in the code itself or external headers. For example, quite frequently I have things such as:</p>

```
<pre><code>#if defined _MSC_VER || defined __ICL
// A lot of freakin code
#elif defined __GNUC__ || defined __ICC
// A bunch more here
#else
#error "Unsupported environment"
#endif
</code></pre>
```

<p>I need to generate documentation for all the code inside the platofm/compiler-specific sections, but I cannot simply set ENABLE_PREPROCESSING to NO because it must be YES for INCLUDE_GRAPH and INCLUDED_GRAPH to work, according to the documentation.</p>

<p>So, how do I do this?</p>

13412488

Prevent Doxygen from carrying out conditional con

I created a CUDA function for calculating the sum of an image using its histogram.

I'm trying to compile the kernel and the wrapper function for multiple compute capabilities.

Kernel:

```
<pre><code>__global__ void calc_hist(unsigned char* pSrc, int* hist, int width, int height, int pitch)
{
    int xIndex = blockIdx.x * blockDim.x + threadIdx.x;
    int yIndex = blockIdx.y * blockDim.y + threadIdx.y;

    #if __CUDA_ARCH__ > 110 //Shared Memory For Devices Above Compute 1.1
        __shared__ int shared_hist[256];
    #endif

    int global_tid = yIndex * pitch + xIndex;

    int block_tid = threadIdx.y * blockDim.x + threadIdx.x;

    if(xIndex >= width || yIndex >= height) return;

    #if __CUDA_ARCH__ == 110 //Calculate Histogram In Global Memory For Compute 1.1

        atomicAdd(&hist[pSrc[global_tid]],1); /*&lt; Atomic Add In Global Memory */

    #elif __CUDA_ARCH__ > 110 //Calculate Histogram In Shared Memory For Compute Above 1.1

        shared_hist[block_tid] = 0; /*&lt; Clear Shared Memory */
        __syncthreads();

        atomicAdd(&shared_hist[pSrc[global_tid]],1); /*&lt; Atomic Add In Shared Memory */
        __syncthreads();

        if(shared_hist[block_tid] > 0) /* Only Write Non Zero Bins Into Global Memory */
            atomicAdd(&hist[block_tid],shared_hist[block_tid]);
    #else
        return; //Do Nothing For Devices Of Compute Capabilty 1.0
    #endif
}
```

<p>NET project in which I need to add contents in the resource file (which is an xml file) based on certain compilation symbols. </p>

<p>something like the following:</p>

```
<pre><code>&lt;xml ....&gt;
&lt;myNodes&gt;
```

```
#if SOMECONDITION
&lt;node1&gt;
...
&lt;/node1&gt;
```

```
#else
&lt;node2&gt;
...
&lt;/node2&gt;
```

```
#endif
&lt;/myNodes&gt;
</code></pre>
```

<p>Is this even possible to do? I know this doesn't follow the XML rules. Is there similar method to use Conditional Compilation and yet to adhere to XML rules?</p>

13500493

How to add conditional compilation in resx file in xi

<p>I'm having a go at porting an open source .Net project to OSX (Mountain Lion) using Mono. My first step was to try building the project and seeing what errors I get. </p>

<p>The code makes use of System.Data.SQLite which appears under 'References'. I have SQLite installed on OSX but obviously am missing the Mono equivalent. How can I include this in the project? Eventually I guess I will have to do conditional compilation but for now, would just like to get things working.</p>

<p>Here's the error:</p>

```
<pre><code>Assembly 'System.Data.SQLite, Version=1.0.65.0, Culture=neutral,
PublicKeyToken=db937bc2d44ff139, processorArchitecture=x86' not found. Make sure that
the assembly exists in disk. If the reference is required to build the project you may get
compilation errors.
</code></pre>
```

13539049

Missing SQLite Assembly in Mono Project

I'm trying to write code like [here](http://stackoverflow.com/questions/3366818/conditional-compile-using-boost-type-traits) but using C++11 features, without Boost.

Working from [this example](http://stackoverflow.com/a/257315/111307), I tried to define a `response_trait`, and base conditional compilation on the result of the trait. How can I make this work?

```
<code>#include <vector>
using namespace std ;
```

```
struct Vector{ float x,y,z ; } ;
struct Vertex { Vector pos ; } ;
struct VertexN { Vector pos, normal ; } ;
struct Matrix {} ;
```

```
template <typename T>
struct response_trait {
    static bool const has_normal = false;
};
```

```
template <>
struct response_trait<VertexN> {
    static bool const has_normal = true;
};
```

```
template <typename T>
struct Model
{
    vector<T> verts ;
```

```
void transform( Matrix m )
{
    for( int i = 0 ; i < verts.size() ; i++ )
    {
        #if response_trait<T>::has_normal==true
        puts( "Has normal" ) ;
        // will choke compiler if T doesn't have .normal member
        printf( "normal = %f %f %f\n", verts[i].normal.x, verts[i].normal.y, verts[i].normal.z ) ;
        #else
        puts( "Doesn't have normal" ) ;
```

<p>There are a few platform-specific libraries in Hackage that I'd like to use (e.g. inotify, kqueue). However, documentation on how to switch between platforms using conditional compilation seems a little bit sparse. I'm having some trouble finding the relevant docs...</p>

<p>Which preprocessor definitions can I use to switch between platforms?</p>

<p>How can I set up my cabal file to include/exclude inotify/kqueue on linux/osx respectively?</p>

<p>I hope that having it documented here might be useful for others too, so it may be worthwhile to mention other common platforms. It's silly to look for this stuff all over the place.</p>

13799199

How to write platform-independent code in Haskell

<p>I am new to asp.net mvc4. I am not able to understand why i am getting conditional compilation is turned off in razor view at jquery block.</p>

```
<pre><code>var enableSteps=0;
$(document).ready(function () {
    var enableSteps = @ViewData["enableAllSteps"].ToString().ToLower();
});
</code></pre>
```

<p>I am getting at this line <code>var enableSteps = @ViewData["enableAllSteps"].ToString().ToLower();</code> in the above.</p>

13807057

compilation is turned off in jquery block

i have a library developed in C . I am porting it ,for Windows Store App support. For it i have enabled the Option **YES** for **WindowsStoreAppSupport** setting in project settings->configuration properties ->General tab .

Now i have to write code for both the settings where there is windowsstore app support and no support.

can any one let me know what Macro i need to use if i have to know WindowsStoreAppSupport is YES/NO from the settings to use in the code for conditional compilation? i have to support all win32/x64 and ARM configurations.

Thank You

13873717

Macro for Windows Store App support

```
<blockquote>
  <p><strong>Possible Duplicate:</strong><br>
  <a href="http://stackoverflow.com/questions/1213576/xaml-conditional-compilation">XAML Conditional Compilation</a> </p>
</blockquote>
```

In C#, I can do the following in the code.

```
<pre><code>#if COMPILING_AS_WINDOWS_PHONE_7
    //some random code
#else
    //some random code
#endif
</code></pre>
```

This allows me to have several projects that compile differently by using the compiler arguments of the projects. In other words, I don't have to reinvent the wheel every time.

However, how can I do this with XAML? I can't seem to find anything anywhere about this online.

13916188

Compiler arguments with XAML?

<p>C# Preprocessor
<a href="http://msdn.microsoft.com/en-us/library/4y6tbswk(v=vs.100).aspx" rel="nofollow"
>http://msdn.microsoft.com/en-us/library/4y6tbswk(v=vs.100).aspx</p>

<p>Is there any way we can control MVC Views, Controllers, Models with conditional compilation?
This is for different versions of software releases.</p>

<p>Ex: release 1.1
release 1.2 etc...</p>

<p>I mean some features will not be available in 1 version based on conditional compilation.
This is for not maintaining different branches and merging them together at end.</p>

<p>FYI... I do not find option conditional compilation option in vs 2010, i used to do this with
visual basic 6.0.</p>

14130255

Conditional compilation in ASP.Net MVC3 or MVC4

<p>I'm using Visual Studio 2012 RC with ASP.NET MVC 4. This is driving me crazy, and I know this has been asked several times, but I can't find a solution for MVC 4, and no unified solution for MVC 3. I must be missing something...</p>

<p>All I want to do is output a c# variable in a block of javascript. This should be trivial, and is a necessity to be able to do, but despite all of the workaround/hacks I've tried, nothing will get rid of the "Conditional compilation is turned off " error. This would be fine if it was just a warning, but it's an error. If I close the view inside of visual studio it compiles and works fine, but if it's open I can't even compile, and that isn't acceptable.</p>

<p>I've tried using <code>/*@cc_on @*/</code> and <code>/*@(" @cc_on @")*</code> to turn conditional compilation on to no avail. Doing <code>@(serverVar)</code> gives an invalid character error (@). I've also tried <code>@Html.Raw</code> and several other things.</p>

<p>The only way I include razor code without an error is if the razor code is inside quotes, which works well for strings, but not for int and bool.</p>

```
<pre><code>@{
    int serverVar = 5;
}
```

```
&lt;script&gt;
    var obj = { jsVar: @serverVar };
&lt;/script&gt;
</code></pre>
```

<p>I've searched everywhere for this, and can't find an agreed upon solution. Am I missing something? Any help is greatly appreciated.</p>

14169735

Using simple Razor code inside JavaScript

i wanna compile and run one copy of C++ codes on Windows and Linux. so i need to use conditional compilation(CC). however, it comes across the problem that **how to use CC in large numbers of code files**.

such as, i have:

```
//A.cpp
#define _WINDOWS_
#ifdef _WINDOWS_
#include <windows.h>
//some code for windows
#else
#include <pthread.h>
//some code for linux
#endif
</code></pre>
```

and i also have B.cpp, C.cpp...

Should i write "#define _WINDOWS_" in every single file, or it has a better way?

And i have tried to do like this:

1. create a head file Platform.h

```
#ifndef _PLAT_
#define _PLAT_
#define _WINDOWS_
#endif
</code></pre>
```

2. include the file Platform.h, like:

```
//A.cpp
#include "Platform.h"
#ifdef _WINDOWS_
#include <windows.h>
//some code for windows
#else
#include <pthread.h>
//some code for linux
#endif
```

<p>I recently published a library targeted to build for .Net4.5. Now that Windows 8 is out, I'd like to essentially build for that platform too. </p>

<p>Unfortunately, some of the code I used in the original library hasn't made it into the RT core, however I've spent most of today doing the adjustments and testing with a copy of the code.</p>

<p>Essentially I've now got two code files, an original, and a copy with about 5 lines updated and using a different namespace. I've done conditional compilation for Debug/Release, however I've never done a batch compile.</p>

<p>My ideal goal would be to combine these files, perhaps using compiler flags and <code>#if</code>, to make the code more manageable. Then compile to Library.WinRT.dll and Library.x86.dll. I don't mind having 2 different projects, symbolically linking the files, but I really don't want duplicate code.</p>

<p>Any suggestions on how I can go about doing this? Anyone got experiences they'd like to share?</p>

14296446

Batch compiling C# code for WinRT and Windows x

I'm working on a large legacy codebase that currently only compiles with java 1.4. One of the things that I need to do is to get it working with 1.6 (well probably 1.7 now).

The head build doesn't currently compile with 1.6. This is for lots of reasons - most are easy to fix, like using `enum` as a keyword, but we're struggling with Oracle/Sun updating the JDBC (Connection interface) to support types that are not available in java 1.4. This means if I make the changes to work with 1.6, the main production builds break as classes like `NClob` break as they aren't in the 1.4 release; if I don't make the changes, I can't compile with the 1.6 compiler.

Are there any patterns to support conditional compilation/build in java? My only plan I've thus far come up with was to fiddle with the ant build to conditionally swap in/out classes depending on the build. This feels pretty horrible, hence asking the community here for thoughts.

Again, the boundaries on the problem are:

-

- Need to be able to continue to compile `HEAD` on 1.4 (no 1.6 with 1.4 compatibility mode I'm afraid)

- Also need a separate head build that compiles with 1.6 - the assumption is that this will take some time (as it's a large codebase), hence the first bullet point to allow others to continue to work and deliver other changes while we prepare the head build for 1.6 compatibility.

- it's one massive code tree; this means none of our code is a library dependency, and we can't easily make it so (remember: legacy code base `</code>`)

- We don't allow branching (for reason's I won't go into unless I Really have to)

Many Thanks in advance.

-

- For those that are curious as to why we need to do this, our situation is somewhat similar to this : <http://stackoverflow.com/questions/10224677/mixing-java-1-4-and-1-6-bytecode-in-a-class-hierarchy> Mixing Java 1.4 and 1.6 bytecode in a class hierarchy

I've downloaded Yahoo JavaScript Uglify (yuglify) from <https://github.com/yui/yuglify> and I intent to use it for JS and CSS compression on some PHP projects hosted on a apache server. Tried to minify a file with these original contents:

```
<pre><code>var _cmFrameList = new Array (); // a pool of reusable iframes
var _cmFrameListSize = 0; // keep track of the actual size
var _cmFrameIDCount = 0; // keep track of the frame id
var _cmFrameMasking = true; // use the frame masking

// disable iframe masking for IE7
/*@cc_on
  @if (@_jscript_version >= 5.6)
    if (_cmFrameMasking)
    {
      var v = navigator.appVersion;
      var i = v.indexOf("MSIE ");
      if (i >= 0)
      {
        if (parseInt (navigator.appVersion.substring (i + 5)) >= 7)
          _cmFrameMasking = false;
      }
    }
  @end
@*/

var _cmClicked = false; // for onClick
</code></pre>
```

But got this instead:

```
<pre><code>var _cmFrameList=new Array,_cmFrameListSize=0,_cmFrameIDCount=0,
_cmFrameMasking=!0,_cmClicked=!1
</code></pre>
```

In the contents of the original file, there's some conditional compilation code that's needed to work on older IE browsers (commented lines starting with @cc_on, @if, @end, etc). It seems that yuglify is treating these conditional compilation lines as simple comments, and as such, is removing all of it.

By curiosity, I've tested yuicompressor on this same file too (<https://github.com/yui/yuicompressor>) and it's

<p>I have a requirement where i use the microsoft powerpoint functionalities to convert ppt to video file using Microsoft core dlls in c#. I have Microsoft office 2010 installed on my machine. So the code compiles properly as it finds the dlls present in the GAC.</p>

<p>Now i wanted to compile the same code on the machine that do not have Microsoft office 2010 installed.</p>

<p>Is it possible to do using the conditional compilation constants or is there any way round for the same?</p>

<p>Thanks,
Karan</p>

14435706

Is it possible to ignore specific code to compile using

<p>I'm aware of all the arguments against conditional compilation in Java. In this specific case, I'd only want to have a small IF in order to be able to test whether the code runs in Eclipse or not. The reason for this is that when I override a View to use my special processing, Eclipse in some cases cannot compile the modified View and display it in the IDE (there are many cases resulting in this behavior but a specific one is when the code refers to a JNI library that Eclipse, obviously, cannot execute).</p>

<p>Right now I'm using</p>

```
<pre><code>if (!Build.DEVICE.startsWith("generic"))  
    // do something  
</code></pre>
```

<p>and it works but I don't really like doing a string comparison every single time in an onDraw(), for instance. I'd need a simpler way, a cheaper condition to see if I'm in Eclipse and avoid some actions then.</p>

<p>Edit: To be clearer, I'm looking for a possible Java/Android/Eclipse equivalent of C#'s Component.DesignMode property.</p>

14460314

Conditional compilation to see if code runs in Eclipse

<p>Is there any pre-defined preprocessor symbol to find current project type in VS2010 that I could use to conditionally compile a piece of code? Currently I'm achieving it by defining my own conditional compilation symbol in project properties, but was wondering if there's a built-in symbol (just like DEBUG and TRACE) that I could use to do the same. For example:
</p>

```
<pre><code>#if(WIN_FORMS_PROJECT)
    System.Windows.Forms.MessageBox.Show("WINFORMS");
#else
    Console.WriteLine("CONSOLE");
</code></pre>
```

<p>Currently, I've defined my own symbol WIN_FORMS_PROJECT in the WinForms project's symbols, but was wondering if there's a built-in symbol for it and other project types.</p>

14474279

Preprocessor symbol for project type in Visual Stud

<p>I have a problem regarding conditional compilation.</p>

<p>I want to conditionally selected resources and build seperate apk for that in android.</p>

<p>How do I achieve this in android.</p>

<p>I am using Eclipse.</p>

<p>Thanks,</p>

14502405

conditional compilation of code and resources in ai

I have a table (Oracle 11g) on which multiple packages/stored procs run DML statements. I want to capture the package/procedure name which issued the DML on the table using a trigger and log it into a logging table. </p>

For example:</p>

Package `MY_PACK.MY_PROC()` issues an `insert into...` for the table `mytab`. I would design a trigger on `mytab` which should be able to capture the package/procedure name that issued the `insert into..` and store this info in another table `my_tab_log`.</p>

I did some search and found that `$$PLSQL_UNIT` and `$$PLSQL_LINE` could point out the procedure name, but then if these variables are used from within a trigger, the trigger name would be captured instead of the package/procedure name which issued the DML statement.</p>

like -</p>

```
CREATE OR REPLACE TRIGGER my_trg
AFTER INSERT OR UPDATE OR DELETE
ON MY_TAB
FOR EACH ROW
BEGIN
    IF INSERTING THEN
        insert into my_tab_log values('INSERTED A ROW'
                                     sysdate,
                                     $$PLSQL_UNIT);
    END IF;
    -- This would capture Trigger name but I would like to capture `MY_PACK.MY_PROC()`
    -- which issued the insert statement
    ...
END;
```

Now since `$$PLSQL_UNIT` is a conditional compilation directive. It is resolved when you compile/recompile PL/SQL code. So unfortunately, `$$PLSQL_UNIT` within trigger is nothing more but trigger name and is resolved at trigger compile time.</p>

I also found the procedure `owa_util.who_called_me` but couldn't wrap my head around on how I could use this to fit my needs. Is that even possible to achieve what I want without making changes to the actual packages/stored procs which issues the DML

I have a issue to define the `Type` in my code. Let's start from `Abc`.

```
<pre><code>public partial class Abc {  
    public static String AbcName="wtf";  
  
    public String Name {  
        get;  
        set;  
    }  
}  
</code></pre>
```

Okay, `Abc` is done. It's a class for test afterwards. And I have the requirment to return objects or types with a instance of `MyClass`, here it is

```
<pre><code>    public partial class MyClass {  
        public const BindingFlags  
            Universal=BindingFlags.NonPublic|BindingFlags.Public,  
            withObject=Universal|BindingFlags.Instance,  
            WithClass=WithObject|BindingFlags.Static,  
            ForGive=Universal|BindingFlags.SetProperty|BindingFlags.SetField,  
            ForGet=Universal|BindingFlags.GetProperty|BindingFlags.GetField,  
            ForDo=BindingFlags.InvokeMethod|WithObject|WithClass;  
  
        public MyClass GetTypeImpl() {  
            if(null!=target)  
#if TARGET_AS_TYPE  
                return new MyClass(target as Type??target.GetType());  
#else  
                return new MyClass(target.GetType());  
#endif  
            else  
                return new MyClass(typeof(object));  
        }  
  
        public object GetValue(String name) {  
            var invokeAttr=ForGet|WithClass;  
            var type=(Type)this.GetTypeImpl().target;  
            return type.InvokeMember(name, invokeAttr, default(Binder), target, default(object  
[]));  
        }  
    }  
</code></pre>
```

I know that I can use conditional compilation in VBA to differentiate between the 64bit and the 32bit version (using `#If VBA7 Then ...`).

Is there also a build in constant similar to `Application.Version` so that I can differentiate between Excel 2013/2010/2007/... etc. at compile time?

Also, is there a list of available existing compiler constants? So far I found `VBA7` and `Win64` (e.g. from [this](http://www.cpearson.com/excel/Bitness.aspx) article) - but are there any other ones?

14580969

Conditional compilation based on Excel version

Is it possible to define a macro called `IPHONE_ONLY` for conditional compilation that looks like this:

```
IPHONE_ONLY -(void)myMethod {  
    //method body  
}
```

or

```
IPHONE_ONLY( -(void)myMethod {  
    //method body  
})
```

14684946

Can you define a function style macro for condition

I am trying to write a C preprocessor Macro for LLVM that's used like:

```
vc(@"Browser")
```

and expands to:

```
[[BrowserViewController alloc] initWithNibName:@"BrowserViewController"
bundle:nil]
```

The best I can come up with is:

```
vc(Browser)
```

which is implemented as:

```
#define vc(xibName) [[xibName ## ViewController alloc] initWithNibName:
[NSString stringWithFormat:@"%@@ViewController", @#xibName] bundle:nil]
```

however to the user this could seem confusing as `Browser` on its own (outside of string literals) looks like a token. `@"Browser"` would make the intent a little clearer without requiring the user to read the macro.

EDIT:

The motivation behind this seems silly at first glance, but I work on apps for iPhone, iPad and OS X and each has it's own way of instantiating a view controller with a view that is laid out in Interface Builder.

iPad:

```
[[UIStoryboard storyboardWithName:@"StoryboardPad" bundle:nil]
instantiateViewControllerWithIdentifier:@"Browser"];
```

iPhone:

```
[[UIStoryboard storyboardWithName:@"StoryboardPhone" bundle:nil]
```

I have just asked a similar [question](http://stackoverflow.com/questions/14852103/suppress-xml-warning-for-servicereference-cs-file) regarding auto generated code from `Service References` and `Xml summary errors`. An answer was posted suggesting that I could add the `Service Reference` into its own project and then it can avoid `Xml` summary warnings and `Stylecop` errors completely.

But I realised that I was able to get around the `Xml` problem by setting the `Service Reference` to `Internal` and am now stuck on the `StyleCop` errors.

I am using `FxCop` version 10.0.

In the properties of my project, in the Code Analysis tab, I have checked the option for

`Suppress results from generated code (managed only)`

Also, from looking at the generated code in the Reference.cs file, I see that the code is decorated with the following attribute:

```
[System.CodeDom.Compiler.GeneratedCodeAttribute("System.Runtime.Serialization", "4.0.0.0")]
```

..which `Stylecop` should then skip, right? Although this is not working, I am still getting `StyleCop` errors for the generated code.

Edit: The following header can also be found in the generated code:

```
//-----  
// &lt;auto-generated&gt;  
// This code was generated by a tool.  
// Runtime Version:4.0.30319.18033  
//  
// Changes to this file may cause incorrect behavior and will be lost if  
// the code is regenerated.
```

<h1>QUESTION</h1>

<p>I would like to trigger a warning only if my TESTING is YES. Is this possible? What I have now doesn't work. What should I do?</p>

```
<pre><code>BOOL const TESTING = NO;
#if TESTING == YES
    #warning don't forget to turn testing to NO before upload
#endif
</code></pre>
```

<h1>ANSWER</h1>

<p>Based on the answer below, here is what worked for me:</p>

```
<pre><code>#define _TESTING // COMMENT THIS OUT TO DISABLE TESTING MODE
#ifdef _TESTING
    BOOL const TESTING = YES;
    #warning don't forget to turn testing to NO for production
#else
    BOOL const TESTING = NO;
#endif
</code></pre>
```

14899628

conditional compilation warning for constant

<p>main.c:</p>

```
<pre><code>#include <stdio.h>
#include "proto.h"
```

```
int main(void)
{
```

```
    return(0);
} // end main
</code></pre>
```

<p>support.c:</p>

```
<pre><code>#include "proto.h"
```

```
\\ only function definitions
</code></pre>
```

<p>proto.h:</p>

```
<pre><code>#ifndef proto
#define proto
double PI = 3.14159;
int LOOP_LIMIT = 90;

#endif
</code></pre>
```

<p>makefile:</p>

```
<pre><code>main: main.o support.o
    gcc -lm -o main main.o support.o
main.o: main.c proto.h
    gcc -c main.c
support.o: support.c proto.h
    gcc -c support.c
</code></pre>
```

<p>Whenever I run the makefile with the files defined as above, I always get a multiple definition error, despite having a conditional compilation.</p>

<blockquote>

<p>Visual Studio defines the CONTRACTS_FULL symbol automatically if you enable contract checking in the Code Contracts tab of the Project Properties page.</p>

<p>- C# 5.0 In a Nutshell (page 518)</p>

</blockquote>

<p>I'd like to disable/undefine the symbol but it doesn't appear in the <code>Conditional compilation symbols</code> field of the <code>Build</code> tab in the project settings.</p>

<p>(I'm not interested in disabling code-contracts completely! by that I simply mean that setting the contract checking to <code>None</code> is not a solution).</p>

<p>If it matters, the reason I want to do this is because in my release builds I only want to throw on <code>Contract.Requires<TException></code>, and I don't want to throw <code>ContractException</code> at all.</p>

<p>One "solution" I found is to put <code>#undef CONTRACTS_FULL</code> at the first line of each file, it fixed it but actually doing that would be horrible.</p>

<p>(BTW up until now VS didn't define <code>CONTRACTS_FULL</code> and I had to define it myself, but I guess some setting changed accidentally)</p>

15174808

How to undefine the symbol CONTRACTS_FULL?

<p>Some Android libraries such as Google Analytics use resources for configuration purposes (e.g. <code>ga_trackingId</code>).</p>

<p>In these cases, I have different values for debug and production. What I currently do is manually comment the production values when I'm debugging, and viceversa. It looks like this:</p>

```
<pre><code>&lt;?xml version="1.0" encoding="utf-8"?&gt;
&lt;resources&gt;
  &lt;!-- DEBUG --&gt;
  &lt;string name="ga_trackingId"&gt;UA-12345678-1&lt;/string&gt;
  &lt;integer name="ga_dispatchPeriod"&gt;1&lt;/integer&gt;
  &lt;bool name="ga_debug"&gt;true&lt;/bool&gt;

  &lt;!-- PRODUCTION --&gt;
  &lt;!--string name="ga_trackingId"&gt;UA-87654321-1&lt;/string&gt;
  &lt;integer name="ga_dispatchPeriod"&gt;120&lt;/integer&gt;
  &lt;bool name="ga_debug"&gt;false&lt;/bool--&gt;
&lt;/resources&gt;
</code></pre>
```

<p>This way of switching configuration is tedious and error-prone, and generates unnecessary repository changes if I'm not careful. Is there a better way?</p>

<p>(e.g.: on iOS I use conditional compilation with the <code>IF DEBUG</code> macro)</p>

15242600

Debug and production resources

<p>I've been tasked with writing an application that conditionally compiles to a Win32 GUI application under Windows, or a console application under Linux.</p>

<p>My biggest stumbling block so far is just figuring out how to setup this project. I typically work in Visual Studio 2012 and when creating a new C++ Win32 project have the choice between a console app and a GUI app. I feel like this is setting some project properties and stuff related to the compiler that's going to make it difficult to compile the same project under Linux and have it generate a console application.</p>

<p>The conditional compilation stuff I'm not terribly concerned about, I'm just trying to figure out if I should be compiling this stuff through the command line on Windows rather than using Visual Studio, and how I would be setting the target application to end up as a GUI or console app when doing this.</p>

<p>Hopefully I've explained myself clearly, I think it's obvious I'm pretty lost. Thanks in advance for any help.</p>

15284487

Conditionally compile to Win32 GUI or Linux Conso

<p>I've successfully attached to a WCF process for debugging but my VS2010 says that no executable code lies where the breakpoints are.
Its says possible reasons are compiler optimizations or conditional compilation.</p>

<p>What should I do next?</p>

15299539

Attach to WCF proceess, but break points don't get

I have this conditional compilation statement which evaluates whether the browser is IE or not:

```
ie = /*@cc_on!@*/false;
if (ie) {
    //do IE specific stuff..
}
```

I need to use it in GWT within JSNI. However when I do this:

```
public native void JS() /*-{
    ie = /*@cc_on!@*/false;
}-*/;
```

I am getting an error on that line like **Syntax error, } expected**. I tried to eval it, still the error persists. How can I fix it?

15326998

Javascript conditional compilation in GWT JSNI

I'm trying to make a struct with conditional members, that means, different members exists only with specific specializations. But, I want that this classes are fastest as possible. I've tried it in three different ways:

Way 1:

```
template<typename T, bool with_int = false>
struct foo
{
    template<typename... Args>
    foo(Args&&... args) : m_t(forward<Args>(args)...)
    {}

    T m_t;
}

template<typename T>
struct foo<T, true>
{
    template<typename... Args>
    foo(Args&&... args) : m_t(forward<Args>(args)...), m_id(0)
    {}

    T m_t;
    int m_id;
};
```

Disadvantage: repeated code for each specialization.

Way 2:

```
template<typename T, bool with_int = false>
struct foo
{
    template<typename... Args>
    foo(Args&&... args) : m_t(forward<Args>(args)...)
    {}
};
```

<p>I know that this question have been asked several times and many people here have suggested different answers. Though none of them are working for me. </p>

<p>I created a windows forms application with Visualstudio and framework 4.0 and added a breakpoint. However, when I debug the application, an exclamation mark appears on the breakpoint and it says.. </p>

<blockquote>

<p>The breakpoint will not currently be hit. No executable code is associated with this line. Possible causes include: conditional compilation or compiler optimizations.</p>

</blockquote>

<p>I have tried out several suggested solutions</p>

Cleaned the project

Deleted the pdb

Checked the configuration and ensured that it is debug

Set the debug configuration from "x86" to "Any CPU"

Tried creating project from scratch

Tried re-installing .net framework

Removed temporary asp.net files

<p>However, none of them seems to be working. I was able to debug my projects with breakpoint before and for some reason, something happened and I am not able to debug the projects any more.Can someone please suggest me what should I look up for or fix to resolve this issue.</p>

15520239

Visual studio C# debugger - the breakpoint will not

I have a list of checkboxes that I would like to monitor. They are loaded on the form something like this:

In the Java script the conditional compilation is turned off and I have a syntax error. Can someone please show me how to go about this the right or maybe point me to a tutorial that may help?

Thanks.

So I put the JQuery function inside a working foreach loop to check the checked status of each checkbox but the alert says checked each even for those that are not checked. What am I doing wrong here?

```
<pre><code>foreach (var course in courses.Select((x, i) => new { Data = x, Index = i }))
{
    <script type="text/javascript">
        $(document).ready(function () {
            $('#saveBtn').click(function () {
                if ($('#checkbox').is(':checked')) {
                    alert('checked');
                }
                else
                    alert('unchecked');
            });
        });
    </script>
}
</code></pre>
```

15584690

How can I check to see if my checkboxes are checked?

<p>I am trying to do this in automake</p>

```
<pre><code>platform=$(uname)
ifeq ($(platform), Darwin)
  stmt = ...
else
  stmt1 = ...
endif
</code></pre>
```

<p>But I get </p>

```
<blockquote>
<p>error: else without if</p>

<p>error: endif without if</p>
</blockquote>
```

<p>What am I doing wrong?</p>

15590920

AutoMake conditional compilation issue

<p>I would like to display a string that tells user which build configuration was used to build the application. For example:</p>

<p>If the command line resembled this:</p>

```
<pre><code>msbuild project.sln /t:Build /p:Configuration=Release</code></pre>
```

<p>And then in the source code, I would like to do this:</p>

```
<pre><code>Console.WriteLine("You are running the " + &lt;get the /p:Configuration value&gt; + " version" );</code></pre>
```

<p>The user would see this:</p>

```
<blockquote>
  <p>You are running the Release version</p>
</blockquote>
```

<p>I know that we can declare conditional compilation symbols (#defines) at the command prompt such as how it is defined in this article and this one. But I want to use the existing variable called <code>Configuration</code>.</p>

15778453

How to use the MSBuild command line parameter (

<p>I have a project for which I added a configuration "AppStore" in addition to the default "Debug" and "Release". I want to include a small piece of conditional code based on compiling for the "AppStore" config. How do I do that? Is there a flag associated with that config that is available for an #ifdef? Can I associate a flag myself to tag this config? Should I create another target instead? </p>

15826828

Conditional Compilation for Different Configuratio

<p>I have a shell program that has content like this</p>

```
<pre><code>!#/bin/bash
```

```
echo \\n program  
</code></pre>
```

<p>Once I run this program on a platform other than Linux it recognizes the special character and gives the output as</p>

```
<pre><code>(newline)  
program  
</code></pre>
```

<p>When the same program runs on Linux, the echo command needs the "-e" option. Now I don't want to change each occurrence of echo with "echo -e" in my file explicitly because then this will start creating issues on other platforms. So I want to do a conditional compilation like </p>

```
<pre><code>set SYSTEM="uname -s"
```

```
#if ($SYSTEM == Linux)  
set echo="echo -e"  
#endif  
</code></pre>
```

<p>but this does not work because using the set or export command, I need to replace all occurrences of echo with \$echo, which I don't want to do. Again setting aliases does not solve this issue as i need echo to be replaced with "echo -e" even in subshell.</p>

<p>Is there any other way around with which I can substitute echo with "echo -e" only for Linux platform?</p>

<p>I have two projects that have a lot of code in common. The common code is in different directories. </p>

<p>For Example: I have project A and project B and the common code is in folders C and D.
</p>

<p>In wince there's a DIRS file which is used to determine which folders to compile. I'd like to be able to choose which dirs to process and which not to process. I've tried:</p>

```
<pre><code>!if PROJECT_A
DIRS = A\
    C\
    D\
!else
DIRS = B\
    C\
    D\
!endif
</code></pre>
```

<p>but it doesn't matter what's the condition the result is that the second definition of DIRS is the one that is compiled.
Thanks</p>

15941392

conditional compilation on wince

<p>I wrote this function </p>

```
<pre><code> &lt;script type="text/javascript"&gt;
function saveDelivery() {
    alert("tttt")
    var model = @Html.Raw(Json.Encode(Model)); //error
    $.ajax({

        type: 'POST',

        url: '@Url.Action("SaveDelivery", "Business")',
        contentType: 'application/json; charset=utf-8',
        data: JSON.serialize(model),
        success: function (result) {
        },
        error: function (xhr, ajaxOptions, thrownError) {
            alert(xhr.status);
            alert(thrownError);
        }
    });
}
</code></pre>
```

<p></p>

<p>but there is error on </p>

```
<pre><code>var model = @Html.Raw(Json.Encode(Model));
</code></pre>
```

<p>it says <code>conditional compilation is turned off</code>
How to solve this?</p>

I have an application which currently runs in the `.NET 3.5` framework. However, in the event that SharePoint 2013 is installed, the application needs to load up a different set of DLLs that will utilize `.NET 4.0` and/or `4.5`. From my understanding, creating a 'bootstrapper' would handle the event.

Going around and evaluating the SharePoint version will be easy enough, but how do I set up the logic for which set of DLLs to load for the application? I am currently working off of the assumption that it will deal with dynamically loading the DLLs, but I am unsure as to the best method to approach this.

What would be the best way to dynamically choose between .NET versions?

Some links I have already looked into include: <http://stackoverflow.com/questions/4150383/specifying-the-location-of-net-configuration-files> Specifying the location of .Net configuration files and <http://stackoverflow.com/questions/14979802/msbuild-conditional-net-runtime> MSBuild, conditional NET runtime and <http://stackoverflow.com/questions/2923210/c-sharp-conditional-compilation-and-framework-targets> C# Conditional Compilation and framework targets. But I was not able to glean a lot of useful information from them. Currently I am exploring along the line of this question: <http://stackoverflow.com/questions/548382/dllimport-vs-loadlibrary-what-is-the-best-way> DllImport vs LoadLibrary, What is the best way?

16022574

How to specify which .NET framework to use at run

<p>Many websites on unit testing say to extract an interface and code to the interface (which makes sense), but that requires using polymorphism via pointers. Is it possible to accomplish this without pointers so I don't have to modify the production code? I would rather not use pointers and manage memory.</p>

- Conditional compilation is allowed.
- I am specifically using gmock for my stubs/mocks.

<p>Some things that I've researched are:</p>

- Using references
- involves writing special copy constructors or making it non-copyable
- still have to manage memory with new/delete
- not sure if this will cause unforeseen problems down the line

- Creating via code-generation a collection of pointer-wrapper classes. The interface stays the same with a few added methods for testing.
- seems like it would work but require upkeep
- example of what I mean down below

<p>Please note that gmock mock objects are not copyable, therefore I cannot constructor inject them. (https://groups.google.com/forum/#!topic/googlemock/GD73UXjQowE/discussion</p>

<h1>Problem Example</h1>

```
<pre><code>class Example
{
public:
    Example();
    ~Example();
```

```
private:
```

I am working with MFC code that I believe was developed in the early 90's. I've been given the great task of bringing the software into the 21st century, getting it to work on the likes of Windows 7/8. The application targets numerous platforms, of which one is Windows XP. The original software had a fixed window size and looks terrible on certain OS. I have managed to overcome this but sizing the dialog leaves a lot of grey space. I need to incorporate anchors and docking, similar to .NET.

As always, time is limited, so I need quick, "dirty" solutions, until I get time to rewrite the UI layer. The application contains a number of "screens", each following a similar format. Banner at the top, content consisting of copyright, help on the LHS and task buttons on the RHS and a kind of footer control containing "hotkeys".

As a quick fix, I am thinking that resizing the dialog should cause the following.

- Banner is anchored left and right
- LHS/RHS content is split say 60/40
- Footer is as per the banner

This is made more difficult as different controls are used for different target operating systems/platforms. Basically, the OnInitDialog, uses conditional compilation to add controls, dynamically, depending on the platform.

To implement this I am guessing I need something like the following...

- Each control "remembers" its bounds
I expect this to be tricky as no WM_CREATE message for dialog child controls.
Possibly use OnParentNotify.
- Sizing the dialog "remembers" its last size and calculates differences in width and height. The dialog sends a parent resize message to its immediate children so they can re-calculate layout.

My question, finally, is what is the best way to approach this?
One idea I have...

- Introduce a new Widget class that extends CWnd and returns anchor details via a virtual method.

I have a solution with wp7 and wp8 projects. I share 90% of code between these 2 projects. The only thing I can not share is xaml files because there is a namespace that make this imposible and there is no conditional compilation in xaml. in wp7 the declaration is

```
<code>xmlns:Command="clr-namespace:GalaSoft.MvvmLight.Command;  
assembly=GalaSoft.MvvmLight.Extras.WP71"  
</code></pre>
```

and in wp8 is

```
<code>xmlns:Command="clr-namespace:GalaSoft.MvvmLight.Command;  
assembly=GalaSoft.MvvmLight.Extras.WP8"  
</code></pre>
```

Is there a way I can create a alias of these namespaces out of the xaml so I can share 100% my xaml between projects? or this is a possibility that mvvmlight assembly names are compiled as the same result assembly filename as other nugget libraries I'm using?

16266414

Xaml wp7 wp8 code share namespace with mvvm

I'm trying to assign variables through JQuery but I keep getting this error.

My code looks like this.

```
<code>$("#loginButton").button().click(function() {  
    var message = @ViewBag.Title;  
    alert(message);  
});  
</code></pre>
```

And when I add the CC snippet /*cc_on @*/ before the code theres still no luck! it says illegal.... Can someone please help me??

16308336

ASP.NET MVC 4 - Conditional compilation is turned

<p>Page_Unload is called even if an unhandled exception has occurred. I need to deal with that situation.</p>

<p>I have a variable state validation throwing an exception when the variable is not in correct state in Page_Unload. The exception is later on processed by <code>Application_Error</code> in <code>Global.asax</code>. I need to suppress throwing an exception when another exception has already occurred. </p>

<p>The page:</p>

```
<pre><code>public partial class _Default : System.Web.UI.Page
{
    private int tst = 0;
    protected void Page_Load(object sender, EventArgs e)
    {
        tst = tst / tst; //causes "Attempted to divide by zero."
        tst = 1;
    }
    protected void Page_Unload(object sender, EventArgs e)
    {
        if (tst == 0) throw new Exception("Exception on unload");
    }
}
</code></pre>
```

<p>Global.asax:</p>

```
<pre><code>void Application_Error(object sender, EventArgs e)
{
    // Get the error details
    Exception lastErrorWrapper = Server.GetLastError();
    System.Diagnostics.Debug.Print(lastErrorWrapper.Message);
}
</code></pre>
```

<p>I need to get "Attempted to divide by zero." in <code>Global.asax</code> but I am getting "Exception on unload"</p>

<p>The example given is drastically simplified. The real situation includes a user control and a conditional compilation. </p>

Suppose I have a class library with some conditional compilation, that eventually gets built to `MyPortable.dll` and `MyPortable.X.dll`, where the latter is the version compiled with the conditional enabled.

Then I have my "Core" project which references "MyPortable.dll". So far so good.

However, my problem lies in the third project (the "App"), which has a reference to "Core", but needs to use "MyPortable.X.dll" (which is a different build that "Core" uses), but because "Core" is linked against to "MyPortable.dll", my "App" ends using that same version as well, instead of "MyPortable.X.dll".

Is there any way to do that? The code is something like this:

MyPortable

```
namespace MyPortable
{
    public class Person {
        public string Name { get; set; }
    }

    public class Something {
        public List<Person> GetPersons() {
            List<Person> l = new List<Person>();
            l.Add(new Person { Name = "Name 1" });

            #if PLATFORM_X
                l.Add(new Person { Name = "Name 2" });
            #endif

            return l;
        }
    }
}
```

I first compile MyPortable without "PLATFORM_X" enabled, and then I compile again, this time with the flag turned ON. File references are below (note that I am referencing Core.csproj directly):

```
Core\References\MyPortable.dll
```

<p>I have a class library A that is used in other projects in my solution like B and C. </p>

<p>Class library A behaves differently based on the presence of a pre-processor directive, for example :</p>

```
<pre><code>#if some_directive
    // some code
#else
    // some other code
#end
</code></pre>
```

<p>How can I use class library A in project B with enabled <code>some_directive</code> but use in project C with disabled <code>some_directive</code>?</p>

16538973

Changing Conditional Compilation in project refere

<p>I have a literate haskell file and want to use conditional compilation. I use the bird style of literate programming. The following code does not work.</p>

```
<pre><code>&gt; #if MIN_VERSION_base(4,6,0)
&gt; import Control.Exception
&gt; #endif
</code></pre>
```

<p>I need a solution for cabal 1.14.0</p>

<p>EDIT:</p>

<p>cpphs has an option --unlit which unlits literate sourcecode, but I don't know how to pass this option to cpphs in cabal.</p>

16544428

Conditional Compilation inside Literate Haskell

<p>For user authorization, I only want to include a specific module for each user. So I configured Conditional Compilation like this</p>

```
<pre><code>&lt;DefineConstants&gt;TRACE;DEBUG;SAMPLECONSTANT1&lt;
/DefineConstants&gt;
</code></pre>
```

<p>and edited the project file like this:</p>

```
<pre><code>&lt;ProjectReference Include="..\Solution1.Modules.Module1\Solution1.
Modules.Module1.csproj" Condition="$(DefineConstants.Contains('SAMPLECONSTANT1'))"
&gt;
&lt;Project&gt;{4E378BD0-4FF8-4160-9331-1ECBFD2B6F30}&lt;/Project&gt;
&lt;Name&gt;Solution1.Modules.Module1&lt;/Name&gt;
&lt;/ProjectReference&gt;
</code></pre>
```

<p>For this case I want to add reference to project <code>Module1</code> if <code>DefineConstants</code> contains <code>SAMPLECONSTANT1</code>; but no matter what I put in <code>DefineConstants</code>, the solution always loads the <code>Module1</code> project. What did I do wrong here? </p>

<p>UPDATE: Actually my code is correct. Please see J0e3gan's answer. Visual Studio UI does not reflect conditional references within the <code>References</code> folder of a project. Therefore all references are visible in any given configuration or platform selection. The compiler and IntelliSense on the other hand are aware of conditional references, honoring the correct settings both with visual feedback and error notification during builds.</p>

<p>Adapting the MVVMCross framework in Xamarin crossplatform application development, we have PCL (containing Model and View Model) and View (for each platform) as in here.</p>

<p>a) Where does the Xamarin.mobile (for gaining single set of API access) reside? I think inside the PCL. But, i see different binaries for Xamarin.mobile (eg: Android and IOS), do we put all the Xamarin.mobile library inside the PCL? They all have the same name, won't there be any conflict? </p>

<p>b) Where do we keep codes like accessing bluetooth (not available in Xamarin.mobile)? Using MVVMCross decouples the view and business logic, so do all the codes for creating view items after an event has occurred (btn click), reside in the view?</p>

<p>c) Where can we use the conditional compilation adapting MVVMCross? I guess in the Model, but is it only used for file access or can it also be used to show view items (toast message on Android) according to the target platform, by placing it on the PCL?</p>

<p>(Excuses if inappropriate, just gathered some information on MVVMCross and Xamarin.mobile and had some reasonings/confusions in mind)</p>

<p>Thank You!</p>

<p>Regards,
Saurav</p>

16564042

Xamarin: MVVMCross info

<p>I am getting "Conditional compilation is turned off" javascript error. How to overcome this</p>

```
<pre><code>var userName=prema.a.anchor@up.org -error in this line
if( userName == null ){
window.location = '/Mike/displayIpd.action';
}
</code></pre>
```

16587247

javascript error - conditional compilation

I'm using Code Contracts to declare that a property returns a non-null, non-empty sequence of strings like so:

```
<pre><code>public IEnumerable<string> Filenames
{
    get
    {
        Contract.Ensures(Contract.Result<IEnumerable<string>>() != null);

        // Next line gives Resharper Warning
        // "Possible null assignment to entity marked with 'not null' attribute":

        Contract.Ensures(Contract.Result<IEnumerable<string>>().Any());

        return new []{"TEST"}; // Dummy data for demo purposes.
    }
}
</code></pre>
```

I'm getting a warning from Resharper as described in the code comment above.

This is similar to <http://stackoverflow.com/questions/929859/resharper-possible-null-assignment-when-using-microsoft-contracts> the question here, but I have tried applying the fix in the answer to that question and it doesn't fix this particular issue.

Does anyone know how to fix this (other than using Resharper comments to suppress the warning)?

I'm using Resharper 7.1.2 C# Edition, build 7.1.2000.1478

(I've checked on several machines and it happens on all of them. Vanilla install of R# - we haven't modified any of its XML files other than me trying to apply the fix from the answer that I linked above.)

Further information:

I'm trying this with Visual Studio 2012 with update 2, with .Net 4.0 and .Net 4.5.

Also, you need to add the conditional compilation symbol "CONTRACTS_FULL" to the project's Build settings (in the "conditional compilation symbol" textbox).

<p>Quite often design decisions should be user tested or digested by the designers comparing different variations of the solution.</p>

<p>I am interested in knowing which method people think is the most practical and which other approaches, comparing to the ones I can think of, are available.</p>

<p>I will list some basic options here as example:</p>

<p>Build single app with some variables which can be changed before compiling. Every time a different version needs to be tested, those variable needs to be tweaked in the code (those could be grouped of course into one "variation id").</p>

<p>Build different apps (different bundles), I guess changing logic through some conditional compilation, and switch on the device between the two different apps.</p>

<p>Build a single app with same variables which are explicitly declared so they could be changed on runtime through some admin UI (or remotely through webserver, e.g. Node.js).</p>

<p>And so on...</p>

<p>Maybe this is an opportunity to start building a tool for this need. In this case the ideal scenario I can envision might be the developer declaring some options with conditional compilation and during compilation more packages are generated. Then through a global gesture (e.g. shake) an admin is shown which allow to change build. Sorry if this sounds too much as Sci-fi! ;)</p>

16653321

What is the best approach to try different variation

<p>Look at the code in the TypeScript playground. I need comments to be placed in the result JS code to have an ability to determine browser is IE according to this question. <code>cc_on</code> is a IE conditional compilation directive.</p>

TypeScript

```
<pre><code>>window.isBrowser = {
  IE: function() {
    return /*@cc_on!@*/false;
  }
};
</code></pre>
```

Compiled JavaScript

```
<pre><code>>window.isBrowser = {
  IE: function () {
    return false;
  }
};
</code></pre>
```

<p>
>Here's my setup for compilation for Release and debug.
What if I want to create a compilation build for client called "clientX" and "ClientY".</p>

<p>So I need a setup for ClientX.Debug, ClientX.Release and ClientY.Debug, ClientY.Release.
How do I setup these symbols in visual studio 2010? In order for #if (ClientX.Debug) to work?
</p>

<p>Extension code to check for release build:</p>

```
<pre><code>public static bool IsReleaseBuild(this HtmlHelper helper)
{
    #if DEBUG
        return false;
    #else
        return true;
    #endif
}
</code></pre>
```

<p>How this is used for any view (razor syntax):</p>

```
<pre><code>@if(Html.IsReleaseBuild())
</code></pre>
```

<p>***** Update I made the following changes:*****</p>

<p>Open the project's Property Pages dialog box.
Click the Configuration Properties folder.
Click the Build property page.
Modify the Conditional Compilation Constants property.</p>

<p>I created the following: AMS_Debug, AMS_Release, GM_Release and GM_Debug</p>

<p>I added the following code in the layout pages:</p>

```
<pre><code>@{
    #if (AMS_Debug)
        Layout = "~/Views/Shared/_AMSLayout.cshtml";
    #else
```


<p>I have a VS10 solution that contains 2 projects that have functions of the identical name. The linker complains (throws warnings) about second definitions (of two functions of the same name) getting ignored:</p>

```
<pre><code>warning LNK4006: "void __cdecl function_name(short *,class Bbox *,int,int,
struct FILE_NAMES *,unsigned char *)" (?
function_name@@YAXPAFPVBbox@@HHPAUFILE_NAMES@@PAE@Z) already defined in
XXX.lib(segment.obj); second definition ignored
</code></pre>
```

<p>This causes calls to functions of the second project (the ignored one) to point to the function of the first project (since the definitions are ignored). </p>

<p>My question is: is there any way to avoid/resolve this issue, other than renaming all the functions that have the same name in the two projects? For example, by adding a #if/pragma to my header files, or by manipulating the .obj files. The reality is that the solution only needs one of the two projects in any compilations, so an easy way for conditional compilation is perfectly fine, but my first preference is to have both projects compiled together.</p>

16678441

Visual Studio solution with different projects with f

<p>I've got a <code>VS 2010 Setup Project</code> that deploys a couple applications, and also VS item/project templates, which allow developers to create projects that plug-in to the applications. </p>

<p>The item/project templates support both <code>.Net 3.5</code> and <code>.Net 4.0</code>, mainly because the service component of the application runs in <code>.Net 4.0</code>, while the client component of the application runs in <code>SharePoint 2007/2010</code>. </p>

<p>To get this going, I've added a conditional compilation symbol so that one project builds the same code in 35 while another project builds the same code in <code>4.0</code>. If the assembly needs to be deployed to the GAC, how can I add both to the Global Assembly Cache folder in the VS Setup project, so that the 3.5 version of the DLL goes to C:\Windows\assembly, while the 4.0 version of the DLL goes to C:\Windows\Microsoft.Net\assembly?</p>

<p>Currently adding both versions of the DLL (same output name) results in a warning, which then upon attempting installation causes an installer error <code>... Verify that you have access to that directory".</code></p>

16699178

Visual Studio 2010 Setup Dual Runtime DLLs

<p>I cannot for the life of me find the field where I'm meant to input the conditional compilation symbols for a project in Visual Studio 2012. I'm new to this feature so I don't know if it's been renamed something else, but I'm trying to follow this guide but I get stuck at picture #4. I can't find a Build tab in the project properties, let alone the conditional compilation symbols field. I'm in a C++ project if that makes a difference.</p>

<p>I've looked in documentation and Googled it to no avail. Thanks!</p>

16721567

Visual Studio 2012 - location of Conditional Compil

<p>I need a way to quickly swap the set of assets/resources built into my Android app. I am developing an application that will be used by more than one company and each wants their own logo and help document included in the app. In other IDE's I could set up build configurations for each company and just pick which configuration I want to build, so for each release I would select the config for company 1 and build it, then select the configuration for company 2 and build it, etc.</p>

<p>I am already using conditional compilation techniques to swap version of functions in and out of the app, but I need to do the same with the resource files.</p>

<p>Is there a convenient way to do this or something like this in Eclipse?</p>

16969693

Build configurations in Eclipse for Android project t

I am making a Nuget package that needs to output a version of code for each MVC version and each .NET version. However, for obvious maintainability reasons, I have decided to use conditional compilation constants in the same source file.

What I would like to do is find a way to replace all of the sections surrounded by compilation constants using the appropriate logic so only the appropriate code remains. For example:

```
<code> var alwaysExists = 1;
    #if !MVC2
        this.For<System.Web.Mvc.IFilterProvider>()
            .Singleton()
            .Use<FilterProvider>();
    #endif

    #if NET35
        var someVariable = 100;
    #else
        var someVariable = 200;
    #endif
</code></pre>
```

In the above block of code, if the passed in symbols are `MVC4, NET40`, I would like a text file generated with

```
<code> var alwaysExists = 1;
    this.For<System.Web.Mvc.IFilterProvider>()
        .Singleton()
        .Use<FilterProvider>();
    var someVariable = 200;
</code></pre>
```

If the passed in symbols are `MVC2, NET35`, the text file should be

```
<code> var alwaysExists = 1;
    var someVariable = 100;
</code></pre>
```

The method needs to support all methods of logic such as `if, else, if !`. It needs to have a .cs (text) file input and a .cs (text) file output.

Is there a simple way to define a symbol for the Android NDK toolchain's assembler from the `Android.mk` file?

My objective is to be able to build a native library made up from several .C and .s (assembler) files compiled and tuned for either ARMV6 or ARMV7A EABIS, with all the required conditional compilation driven by simply modifying the APP_ABI value on the Application.mk file.

First I have successfully used the `ifeq()` directives available in `Android.mk` to query the value of the APP_ABI value and then conditionally execute different parts of the build script.

Then I tried to use this functionality in order to conditionally inject a symbol (via -D), like this:

```
# Compilation Flags
ifeq ($(TARGET_ARCH_ABI),armeabi)
    LOCAL_CFLAGS += -DTARGET_ARMEABI -marm -mtune='arm1136jf-s' -ffast-math -O3 -
    march=armv6 -fvisibility=hidden
else
    #armeabi-v7a
    LOCAL_CFLAGS += -marm -ffast-math -O3 -march=armv7-a -fvisibility=hidden
endif

```

The C source code files find the TARGET_ARMEABI symbol properly defined, however the assembler files don't. (I require this in order to define proper EABI attributes according the architecture). This is an example of how I attempt to conditionally define EABI attributes in the assembly language files:

```
.ifdef TARGET_ARMEABI
    .arch armv6
    .fpu softvfp
    .eabi_attribute 23, 1
    .eabi_attribute 24, 1
    .eabi_attribute 25, 1
    .eabi_attribute 26, 2
    .eabi_attribute 30, 2
    .eabi_attribute 18, 4
.else
    .arch armv7-a
    .eabi_attribute 23, 1
    .eabi_attribute 24, 1
    .eabi_attribute 25, 1
    .eabi_attribute 26, 2
    .eabi_attribute 30, 2
    .eabi_attribute 18, 4
.endif

```

<p>Working with a codebase which supports building for multiple Operating Systems, it is only sensible, where modifications for Emscripten are required, to integrate them into the same codebase, with the assistance of conditional compilation to let it continue to work in other environments.</p>

<p>There doesn't seem to be any documentation on the topic, though, which seems very poor to me, nor can I find any questions about it, which seems very surprising to me—I expected it to be well-trodden and -documented territory.</p>

<p>How can I do this?</p>

<p>(I have looked at <code>tools/shared.py</code>, this seems to suggest that <code>#ifdef EMSCRIPTEN</code> or <code>#ifdef __EMSCRIPTEN__</code> could be used; I'm still asking this question to determine if I am correct, if this is the correct way of doing it, perhaps even which should be used.)</p>

17059753

How can I conditionally compile code for emscripte

<p>Using Flex, created a desktop and web application in that used conditional compilation. It runs successfully. Now, I Would like to have the single swc file for both Desktop and web. So created the library project for satisfying that condition. While using conditional compilation in flex library project getting many issues like conflicts variable name and duplicate functions and so on, which I haven't faced while using flex projects without swc file.</p>

<p>So the question arises now: Is it possible to have conditional compilation on a flex library project?</p>

17062684

Flex conditional compilation-Is it possible to have c

I have 32 bit .net application solution project. It uses many third party dlls (32 bit). This app runs on both 32 bit and 64 bit (as a 32 bit process, compatibility mode) platform. It uses 32 bit DLLs even if it is running on 64 bit platform. I need to rebuild this application in order to let it use/load 32 bit Dll on 32 bit OS and use/load 64 bit DLLs on 64 bit OS. As existing 32 bit app runs on 64 bit systems in compatibility mode but I want it to be run as a dedicated 64 bit app on 64 bit System.

One possible way is to create two different solutions for 32 bit and 64 bit using corresponding DLLs. But I want to modify my existing solution in such a way so that it builds the exe which installs/loads 64 bit dlls on 64 bit systems and 32 bit DLLs on 32 bit system. There are several projects in the solution which reference these third party DLLs(32 bit). These DLLs have identical names for 32 and 64. So i can not reference both of the DLLs in any project. Someone suggested to use conditional compilation but I am clueless. Please suggest some way.

17102371

How to implement conditional compilation to run a

<p>I am creating a wrapper for a stream that has optional values</p>

<p>I defined the temp object as follows (<code>SourcePoint</code> is a template parameter)</p>

```
<pre><code>struct T
{
    POINT10 point;// always there
    typename enable_if<needsTime<SourcePoint>::val, GPSTime10>::type time;
    typename enable_if<needsRGB<SourcePoint>::val, RGB12>::type rgb;

} it;
</code></pre>
```

<p>now in my write function I need to skip the time object if <code>needsTime<SourcePoint></code> is false</p>

```
<pre><code>void write (const SourcePoint& rec)
{
    struct T it;
    it.point.X_ = rec.X * 100;
    it.point.Y_ = rec.Y * 100;
    it.point.Z_ = rec.Z * 100;
    //TODO convert to integral properly => find scale

    //FIXME conditional compilation

    if (needsTime<SourcePoint>)
        it.time.gpsTime = rec.T;//&lt;-- right here

    //...

}
</code></pre>
```

<p>however because <code>it.time.gpsTime = rec.T;</code> is not semantically valid if needsTime is false this won't work</p>

<p>I want to avoid using overloaded tagged functions for this</p>

<p>I am going crazy searching for it, but I can,t find any solution to my problem.
All I want is to set Session in razor with value of javascript variable.</p>

<p>My Code is:</p>

```
<pre><code> function SetParameter() {  
    var OrderShipmentInd = "";  
    if ($("#rdoOrd").attr("checked") == "checked")  
        OrderShipmentInd = "O";  
    else  
        OrderShipmentInd = "S";  
  
    @Session["OrderShipmentInd"] = OrderShipmentInd;  
}  
</code></pre>
```

<p>I get error "Conditional Compilation is turned off". when I use /*@(" @cc_on @")*/ to
remove this error, it does not work. my page does not renders. </p>

<p>Please anyone help, how to do this. Does this world has any experts?</p>

17183648

Cannot write razor code in Javascript/jQuery

<p>I have a Windows phone app and 2 different configuration, what I want is to set in a
configuration a different display name for the app, there's any automatized way to do this?
</p>

<p>I tried modifying the AssemblyTitle attribute in AssemblyInfo.cs but that doesn't do
anything</p>

17186114

Conditional compilation for app name

<p>Imagine a class (in VS2010, no variadic templates here sorry)</p>

```
<pre><code>template <class Arg>;
class FunctionWrapper
{
public:
    void Invoke(Arg arg){_fn(arg)};
private:
    std::function<void(Arg)> _fn;
}
</code></pre>
```

<p>I can then do e.g.</p>

```
<pre><code>FunctionWrapper <int> foo; foo.Invoke(4);
</code></pre>
```

<p>And this compiles fine. But this does not:</p>

```
<pre><code>FunctionWrapper <void> foo; foo.Invoke();
</code></pre>
```

<p>Now, I could get around this using template specialization. But I also wondered if there was a way I could get around this another way....</p>

```
<pre><code>template <class Arg>;
class FunctionWrapper
{
public:
    void Invoke(void){_fn();}          // } overloaded
    void Invoke(Arg arg){_fn(arg);}    // }
private:
    std::function<void(Arg)> _fn;
}
</code></pre>
```

<p>i.e. Overload Invoke, and then rely on conditional compilation so that if I instantiate
<code>FunctionWrapper<void></code>,
the version of Invoke with the argument never gets compiled. I'm sure I read how to do this
in Modern C++ design, but I can't remember the details.....</p>

<p>I want to do this sort of thing.</p>

<p>Can I define my symbol (TESTING or DEBUG etc) in my app.config file? If so can you provide an example of what the app.config would look like as I'm unsure where to start?</p>

<p>Edit: Added app.config to the title as I want to do this in an app.config</p>

<p>Update: It seems that I can only set conditional compilation constants at build time (web.config and app.config are used during runtime and only after the assembly has been compiled). To set conditional compilation constants I need to do this in the csproj file or options in msbuild.</p>

17375037

Can I set a conditional compilation constant in a we

<p>Hi I am creating a c# dll with below code</p>

```
<pre>
using System;
using System.Collections.Generic;
using System.Text;
using System.Diagnostics;
using System.IO;
using System.Runtime.InteropServices;

namespace imageexport
{
    [ComVisible(true)]
    public class ExportImage
    {
        [ComVisible(true)]
        public void exportPNG(String pDirectory,String svgFileName,String outputFileName) {
            String arguments= pDirectory+"res\\include\\highcharts-convert.js -infile
"+pDirectory+"res\\graphs\\"+svgFileName+" -outfile "+pDirectory+"res\\graphs\\"
+outputFileName+" -scale 2.5 -width 1088";
            /*using (StreamWriter writer = new StreamWriter("c:\\debug.txt", true))
            {
                writer.WriteLine("pDirectory=" +pDirectory);
                writer.WriteLine("arguments="+arguments);
            }*/
            Process p = new Process();
            p.StartInfo.UseShellExecute = false;
            p.StartInfo.RedirectStandardOutput = false;
            p.StartInfo.FileName = pDirectory+"res\\bin\\phantomjs.exe";
            p.StartInfo.Arguments = arguments;
            p.Start();
            p.WaitForExit();
        }
    }
}

```

</pre>

<p>For creating dll I do configuration as below in VS2005
</p>

<pre>

<p>So the question is: How it is possible to realize a simple self-checking executable in a cross platform way using standard C libraries?</p>

<p>Here I am seeking for the technique, not for a particular check method (like CRC or hash codes), but the technique may contain elements more tailored towards certain methods (see below for example).</p>

<p>The aim is to provide means to indicate that the binary is probably broken most probably for some virus' action or transmission failure, and may not be capable to execute as it is supposed to. It is not intended to guard against intentional tamper targeting especially the executable in question.</p>

<p>It should be reasonably cross platform. Ideally it should use only standard C libraries, but methods which are capable to run on most used systems (Linux variants, Android, Mac OS, Windows) may be applicable too if it's not achieved by extraneous conditional compilation.</p>

<p>My current idea would be simply opening the binary for reading only using standard file I/O, using the first parameter (argv) passed to the program which is the launched executable's name, and apply a check algorithm on that which is independent of the position of some check code. (Simple checksum meets this requirement by providing an otherwise unused position for making the sum of the complete binary evaluating to zero. CRC algorithms may also be utilized, but it is not so trivial to insert a suitable value in an arbitrary point of the binary)</p>

<p>Even this technique could fail though, although maybe the information in argv[0] is sufficient to always reliably find the binary of the executable itself.</p>

17510945

Cross platform way for a simple binary (executable

<p>I'm going to go out on a limb here, as I am not sure what code you would need to see if any.</p>

<p>I am working on some embedded code that has a user interface over serial. When I moved to new ethernet drivers only half of the printf() statements that are used to send text over the connection work, so I have a lot of blank command output. Any idea as to what would have caused this?</p>

<p>I read online that this might have to do with stack size?</p>

<p>I will gladly post more information to clarify in any areas needed.</p>

<p>Thanks!</p>

<p>Example 1:</p>

```
<pre><code>// List commands and their summary
// It is assumed that a command with an empty summary does not
// actually exist (helpful for conditional compilation)
printf( "Shell commands:\n" ); **This line Prints**
while( 1 )
{
    if( ph-&gt;cmd == NULL )
        break;
    if( strlen( ph-&gt;help_summary ) &gt; 0 )
        printf( " %-6s - %s\n", ph-&gt;cmd, ph-&gt;help_summary ); **This does not**
    ph ++;
}
printf( "For more information use 'help &lt;command&gt;'.\n" ); **This line prints**
}
</code></pre>
```

<p>When I step through the code the printf() is reached and does in-fact run, but no output goes over the serial connection.</p>

<p>Answer, for the lazy to scroll:</p>

<p>My driver had some debug code filled with printf()'s that wasn't commented out on release.... I have since removed it and the problem has gone away. Somehow that must have caused some problems in memory.</p>

<p>Is there a way in Visual Studio to hide the #if statements if the Conditional Compilation symbol is not defined? It would be nice if there's an option, it will make codes like below look neat when the #if statements are not needed.</p>

<p>#if Statements Shown:
http://i.stack.imgur.com/zUP09.jpg</p>

<p>#if Statements Hidden:
http://i.stack.imgur.com/0PpVb.jpg</p>

17645994

Hide #if Preprocessor Directives statements if Com

<p>I am having problems assigning values.</p>

<p>When i debug and the correct values are there but i get an unexpected syntax error?</p>

<p></p>

<p>I am trying to get values from my model, but the @model is underlined in green with the message conditional compilation is turned off?</p>

```
<pre><code> $("#btnSubmitYesNon").click(function (e) {  
    HideDialogNon();  
    e.preventDefault();  
    RequestNumber = @Model.RequestNumber;  
    ClientName = @Model.ClientName;  
    ReasonForValuation = @Model.ReasonForValuation;  
    ContactPerson = @Model.ContactPerson;  
    ContactNumber = @Model.ContactNumber;  
    Relation = @Model.Relation;  
    AccountNumber = @Model.AccountNumber;  
    BondAmount = @Model.BondAmount;  
    PurchasePrice = @Model.PurchasePrice;  
  
    DoNonRegisterdValuation(RequestNumber, ClientName, ReasonForValuation,  
ContactPerson, ContactNumber, Relation, AccountNumber, BondAmount, PurchasePrice);  
    });  
</code></pre>
```

17697368

Conditional compilation is turned off? Can't assign

<p>I'm writing a custom library and it is working correctly on an Arduino Uno. However I've now got my hands on an Arduino Due and I need to define some board specific pin constants.
</p>

<p>I know for most boards you can do this through an <code>#ifdef</code> directive using the IO constants defined in <code>\\arduino-1.5.2\\hardware\\tools\\avr\\avr\\include\\avr\\io.h</code>. For instance:</p>

```
<pre><code>#if defined (__AVR_ATmega128__)  
    //do something specific  
#endif  
</code></pre>
```

<p>Does anybody know which is the correct constant to use for the Due?</p>

17723733

Arduino Due conditional compilation constant for c

<p>I need to extract all string literals from a given C# file. All conditional compilation constants (e.g. <code>#if DEBUG</code>) are assumed to be false, and the file can be assumed to be syntactically correct. Both single-line (<code>"a\u1000b"</code>) and verbatim (<code>@"x""\y"</code>) literals should be supported.</p>

<p>First I tried to use regular expressions, but then realized that I need to correctly handle single- and multi-line comments and logical expressions in <code>#if</code> directives.</p>

<p>So, before I started to write my own C# lexer, I would like to ask you about existing solutions.</p>

17751097

What is the easiest way to extract all string literals

<p>This question might be subjective, but I think Stackoverflow is still the best place to ask:
</p>

<p>The problem domain is "advanced Android programming". I do not need information how to set up a single Android project, how to use library projects, or how to use ANT to build a normal project.</p>

<p>Assume you got a running App, an ordinary Android project (IDE of choice is IntelliJ, but that should not really matter) build by Jenkins / Ant / Proguard. The result of this build is a final APK you would put in the Play store.</p>

<p>Now imagine you need this App as a free and a paid version. No problem so far, simply put all shared code into a library project, and create two child projects, one with an App.java enabling license checks, the other one e.g. limiting the usage.</p>

<p>Now imagine you want to target Amazon as well, maybe have a press release version, etc. So your code starts to diverge, with still a lot of stuff shared, but certain parts are specific to e.g. the market you target.</p>

<p>In C# there are "conditional compilation statements", like "IF PLAY_STORE ...". Is there anything similar for Java / Android. Also, do they play nice with ANT and the build process.
</p>

<p>But I am not limited to conditional compilation. The "one project per market" approach is a different one. I am just trying to get a feeling of how you manage these various "build configurations" in a manner that is sustainable. Meaning it works for 15 projects, targeting 3 markets in 2 flavors (FREE and PAID). I hope you see what I am hinting at. The code is very very similar for all Apps, but with the example above I will have 90 different APKs - with these numbers the "manually commenting in source code only needed by this build, etc" just does not cut it anymore.</p>

<p>So any tips, tools, search words, experiences with these problem domain (e.g. MAVEN, would it help me with any of it, or is ANT + scripts generating build.xml be better). Another example, if I have a "real" Android project for all target markets, this would allow me to do almost anything. But of course, on the downside, if I add a new page in the lowest level (e.g. a imprint page) I would need to go into 90 Manifest.xml to add the page...</p>

<p>Thanks for any help with this,
Chris</p>

<p>PS: I will add some links I find regarding this topic at the bottom, if anybody comes across

<p>I am trying to understand the <code>#ifdef</code> macros. Sample code below.</p>

```
<pre><code>getval(int val)
{
    if(val==0) {
        #ifndef PKT
        #define PKT
        #endif
    }
}
main() {
    getval(0);
    #ifdef PKT
    printf("Packet\n");
    #endif
}
</code></pre>
```

<p>I get output <code>Packet</code> even when I pass <code>1</code> to <code>getval</code>. Why am I getting output when <code>PKT</code> is not defined when <code>val=1</code> ? Thanks.</p>

17804373

Conditional Compilation #ifdef

<p>I have an HTML page like:</p>

```
<pre><code>&lt;html&gt;
&lt;head&gt;
  &lt;title&gt;Test Page&lt;/title&gt;
  &lt;script type="text/javascript"
    src="http://svn.ckeditor.com/CKEditor/releases/latest/ckeditor_basic_source.js"&gt;&lt;
  /script&gt;
  &lt;script type="text/javascript"&gt;
    //@x=y
  &lt;/script&gt;
&lt;/head&gt;

&lt;body&gt;
Test Page
&lt;/body&gt;
&lt;/html&gt;
</code></pre>
```

<p>The comment <code>//@x=y</code> gets executed as code in IE 10 and the browser complains that <code>'y' is undefined</code>:</p>

<p></p>

<p>The browser stops complaining if:</p>

```
<ul>
<li>I remove CKEditor script </li>
<li>Remove the <code>@</code> character </li>
<li>Change the order of <code>&lt;script/&gt;</code> tags</li>
</ul>
```

<p>What could be going wrong here?</p>

<p>UPDATE: I narrowed down the root cause to a conditional compilation statement in CKEditor's core/env.js file.</p>

```
<pre><code>if ( !CKEDITOR.env )
```

<p>Does visual studio 2012 support conditional symbols for design time?</p>

<p>Example of my problem:

In a WPF application with MVVM pattern, I create an instance of the ViewModel directly:</p>

```
<pre><code>_viewModel = new OrdersViewModel();
</code></pre>
```

<p>but I want to use a conditional symbol for the design time only like this:</p>

```
<pre><code>_viewModel = new OrdersViewModel
{
    Orders = new ObservableCollection<OrderModel>()
    {
        new OrderModel(){OrderId = "0e2fa124"},
        new OrderModel(){OrderId = "5wqsdgew"},
    }
};
</code></pre>
```

<p>For sure the conditional compilation symbols doesn't work.</p>

17994002

Visual studio and conditional symbols

<p>TLDR: question is at the bottom.</p>

<p>I'm trying to compile a library from the command line for Windows Phone 8. I have all the hardware and software in place. As a test, I was successful in creating a test library from a Visual Studio solution.</p>

<p>When I attempt to compile the file from the command line, I get the following. The environment was set using Visual Studio's "ARM Phone Tools Command Prompt".</p>

```
<pre><code>C:\Users\Jeffrey Walton\Desktop\openssl-fips-2.0.5>"C:\Program Files (x86)\Microsoft Visual Studio 11.0\VC\WPSDK\WP80\bin\x86_arm\CL.exe" -DFIPS_START -linc32 -ltmp32dll -DOPENSSL_FIPSCANISTER -DOPENSSL_THREADS -DDSO_WIN32 -D_CRT_SECURE_NO_DEPRECATED /AI"C:\Program Files (x86)\Windows Phone Kits\8.0\Windows Metadata" /D_USRDLL /D NDEBUB /D _WINDLL /D WINAPI_FAMILY=WINAPI_FAMILY_PHONE_APP /fp:precise -DOPENSSL_USE_APPLINK -I. -DOPENSSL_NO_RC5 -DOPENSSL_NO_MD2 -DOPENSSL_NO_KRB5 -DOPENSSL_FIPS -DOPENSSL_NO_JPAKE -DOPENS -DSSL_NO_STATIC_ENGINE -c .\fips\fips_canister.c

fips_canister.c
C:\Program Files (x86)\Windows Phone Kits\8.0\include\ws2tcpip.h(1032) : fatal error C1083: Cannot open include file: 'wsapi.h': No such file or directory
</code></pre>
```

<p>I could not find <code>wsapi.h</code> in either the Visual Studio install directory nor the Phone Kit directory. When I check <code>ws2tcpip.h</code>, I see this piece of goodness:</p>

```
<pre><code>// Unless the build environment is explicitly targeting only
// platforms that include built-in getaddrinfo() support, include
// the backwards-compatibility version of the relevant APIs.
//
#if !defined(_WIN32_WINNT) || (_WIN32_WINNT &lt;= 0x0500)
#include &lt;wsapi.h>
#endif
</code></pre>
```

<p>In <code>ws2tcpip.h</code>, it looks like most of the conditional compilation is occurring

I was hoping for a way to comment out code on release versions.

What led me to Ant was that Proguard's way of removing Log.D (debug) calls was unsatisfactory as it was leaving the string literals in the dex files, even though the Log.D code was being removed by it's optimisation technique.

As pointed out on this thread

[Removing unused strings during ProGuard optimisation](http://stackoverflow.com/questions/6009078/removing-unused-strings-during-proguard-optimisation)

There someone one has suggested Ant could be used with a replace algorithm but this wipes out the code when it is run. I was hoping if there was a way of commenting out the code so it became `//ant Log.d`, then once it compiles the `//ant` could be removed.

<p>I am new to ant, and I wasn't able to find any search results for commenting out code in Ant. Is it not a recommended practice? I feel copying all the files to another directory and then removing the lines and then copying it back is overkill. If the compile fails you are left with your code in another directory.</p>

So at the moment I am using the below regex pattern to comment out the code.

```
<code> &lt;regexp pattern="(\\s*)Log\\.d\\s*(\\(\\.\\s*\\))\\s*;/&gt;
      &lt;substitution expression="\\1\\./AntComment Log\\.d2;"/&gt;
</code></pre>
```

<p>I was wondering if there is a better way i.e. a built in way of handling comments. </p>

Also is there a way trial run ant regex statements to see what it picks up?

Listening to Jean Waghetti i tried a few bits of code with **conditional compilation**

<p>I just tried a few variations, it seems it needs you to have if(DEBUG) in the same function. So this piece of code will end up having the string literal in the classes.dex file.</p>

```
<code>Logger.myLog("Sensitive Info" + c); // you call this
```

```
//in Logger class - myLog method
static void myLog(String msg){
if(DEBUG){
</code></pre>
```

<p>I have a solution in visual studio where one project (.csproj) is set to create an exe. I would need to create a duplicate copy of this project so that I can name it something different and change the icon for it. (All of the rest of the projects can stay the same)</p>

<p>I am using conditional compilation symbols for that project, but I don't want to create a whole separate solution configuration because that requires expensive rebuilding of the entire solution.</p>

18136800

What is the best way to duplicate a .csproj (for cre

<p>I have an application that stores data in database (oracle)
I have simple model</p>

```
<pre><code>public class FileTemplate
{
    public string Xml { get; set; }
    ...
}
</code></pre>
```

<p>and class map</p>

```
<pre><code>public class FileTemplateMap : ClassMap<FileTemplate>
{
    public FileTemplateMap()
    {
        Table("FILE_TEMPLATE");
        Map(f => f.Xml, "XML").CustomSqlType("NCLOB");
        ...
    }
}
</code></pre>
```

<p>A want to add PostgreSQL support. But PostgreSQL doesn't have NCLOB data type. I modify my mapping:</p>

```
<pre><code> public class FileTemplateMap : ClassMap<FileTemplate>
{
    public FileTemplateMap()
    {
        Table("FILE_TEMPLATE");
    #if POSTGRE
        Map(f => f.Xml, "XML").CustomSqlType("TEXT");
    #else
        Map(f => f.Xml, "XML").CustomSqlType("NCLOB");
    #endif
    }
}
</code></pre>
```

<p>Now I have to do different builds for oracle and postgresql with defining conditional

<p>Ant Best way of excluding sensitive class files</p>

<p>After a few trials, I found that if the class is mentioned in the code javac will ignore the exclude list and still compile the class if it can find it rather than throwing an error. </p>

<p>I would prefer an error was thrown than it compiling with my sensitive class. </p>

<p>I also noticed that conditional compilation is ignored so if the code is like</p>

```
<pre><code>static final boolean DEBUG = false;
//interface which TestSensitive & NormalClass implement
    ITestWrapper testWrapper = null;

    if(DEBUG){
        testWrapper = new TestSensitive();
    }else{
        testWrapper = new NormalClass();
    }

testWrapper.print_Msg();
</code></pre>
```

<p>In build.xml in javac</p>

```
<pre><code> &lt;src path="${source.absolute.dir}" /&gt;
    &lt;exclude name="**/Test*.java" /&gt;
    &lt;src path="${gen.absolute.dir}" /&gt;
</code></pre>
```

<p>TestSensitive is still being compiled even though the call to testWrapper = new TestSensitive() should be ignored by the conditional compile.</p>

<p>http://docs.oracle.com/javase/specs/jls/se7/html/jls-14.html#jls-14.21 </p>

<p>http://www.javapractices.com/topic/TopicAction.do?Id=64</p>

<p>At the moment the only way I think can achieve what I want is to copy out the TestSensitive class and copy in a dummy hollow TestSensitive class. Is there a better way of doing this. </p>

I have a .dll file in my project folder and would like to load it via Assembly.Load().

```
AssemblyName name = new AssemblyName("Portable.Store, Version=0.1.0.0,  
Culture=neutral, PublicKeyToken=12ay62c33eocf6uf");  
Assembly assembly = Assembly.Load(name);
```

However this would throw a `FileNotFoundException` due to not specifying a path. And I am unable to use `Assembly.LoadFrom()` or `Assembly.LoadFile()` because Portable Class Libraries only support `Assembly.Load()`

Is there a way to do this inside a pcl? Any help is appreciated, thank you!

Edit #1: Would it matter if the assembly I'm trying to load is a non PCL? I know that this defeats the purpose of the PCL however there are a few libraries that are not included in the PCL. Therefore using conditional compilation, depending on the platform, I will load platform specific assemblies.

Edit #2: Found some more information on where the dll should be placed: <http://stackoverflow.com/a/6440406/2464165>

As of now I just placed it inside my project folder, with the .sln file and what not Where exactly would be the app probing path?

Edit #3: I was able to get my dll file placed inside the Resources Folder of a .dll file. So I have MyPCL.dll and inside that is where I have the ResourcesFolder/Portable.Store. How could I tell the Assembly.Load to look in specific folders instead of just the main AppX root directory?

<p>I'm having trouble in a standard WinForms app with Conditional Compilation</p>

<p>I have 2 .csproj's that reference the same Program.cs file (They live in the same folder on disk too)</p>

<p>In Project1.csproj I have a conditional compilation symbol defined called CONDITION_1</p>

<p>In Project2.csproj I have a conditional compilation symbol defined called CONDITION_2</p>

```
<pre><code>static void Main()
{
    #if CONDITION_1
        DoSomething();
    #elif CONDITION_2
        DoSomethingElse();
    #else
        DoAnotherThing();
    #endif
    ContinueDoingStuff();
}
</code></pre>
```

<p>These symbols are defined the project settings for "All Configurations". In my debug environment everything works great. However when I do a fresh checkout of source and build on my build machine I open up Project2.exe in my decompiler and I notice that my source is like this</p>

```
<pre><code>static void Main()
{
    DoAnotherThing();
    ContinueDoingStuff();
}
</code></pre>
```

<p>If I open up the solution file in Visual Studio and do a regular build (No clean, no rebuild, no code changes)</p>

<p>I open up the exe and notice the correct decompiled source for Project2.exe...</p>

<p>On Machine.Specifications github page I can download both signed and unsigned binaries, and unsigned binaries are recommended.</p>

<p>In my .net project all assemblies should be signed by a key. This is external requirement.</p>

<p>Also I use InternalsVisibleTo attribute to provide access for unit test assembly to internal members of all other assemblies.
If you use InternalsVisibleTo attribute on signed assembly, assembly that will access internals also should be signed.</p>

<p>So my unit test assembly should be signed.
This means that I can't use unsigned versions of any unit test frameworks.</p>

<p>I have found signed versions of Machine.Specifications on Nuget, but I want also to use Machine.Fakes as automocking container and can't find signed version of Machine.Fakes.</p>

<p>So I can't use Machine.Fakes in my project.</p>

<p>I just can't understand, how can I follow "recommended way" in my case?
Probably I should add conditional compilation of main assemblies - unsigned versions for unit testing and signed versions for releasing?</p>

18374263

Why Machine.Specifications recommends to use ui

I want to dynamically compile an ASP.NET Web Site (NOT project that has .csproj) depending on the configuration/symbols that I've setup. So under the configuration manager, I have the following:

```
<code>DEVELOPMENT
STAGING
PRODUCTION
</code></pre>
```

and in Default.aspx.cs I have:

```
<code>#if PRODUCTION
    lblMessage.Text = "PRODUCTION";
#elif STAGING
    lblMessage.Text = "STAGING";
#elif DEVELOPMENT
    lblMessage.Text = "DEVELOPMENT";
#endif
</code></pre>
```

And in the web.config I have:

```
<code> <system.codedom>
    <compilers>

        <compiler
            language="c#;cs;csharp" extension=".cs"
            compilerOptions="/d:DEVELOPMENT,STAGING,PRODUCTION"
            type="Microsoft.CSharp.CSharpCodeProvider, System, Version=2.0.0.0,
Culture=neutral, PublicKeyToken=b77a5c561934e089" />

    </compilers>

</system.codedom>
</code></pre>
```

HOWEVER, no matter which configuration I select (DEVELOPMENT,STAGING, PRODUCTION), I ALWAYS get PRODUCTION when I view the webpage (after rebuilding). Weird thing is, it always compiles whatever I have last in the "compilerOptions" attribute.

<p>Can anyone think of any scenario in which a header file includes itself?</p>

<p>I saw it in one of the program and this inclusion is under conditional compilation block for which at least i could not find any true condition. But, I was thinking could there be any technical requirement for such scenario?</p>

18468006

Why could a header file be including itself?

<p>Hello could anyone give me an example showing how do we use conditional compilation for different versions of operating system?
for example I want a program that works depending on the version win32 or win64 or on other platform</p>

18499550

Conditional compilation for different versions of W

<p>I'm trying to disable automated crash logs reports when one or both of two defines are set: <code>DEBUG</code> for our debug builds and <code>INTERNATIONAL</code> for the international builds. When I try to do that in the <code>#ifndef</code> case, however, I get the warning <code>Extra tokens at end of #ifndef directive</code> and running with <code>DEBUG</code> defined will trigger Crittercism.</p>

```
<pre><code>#ifndef defined(INTERNATIONAL) || defined(DEBUG)
    // WE NEED TO REGISTER WITH THE CRITTERCISM APP ID ON THE CRITTERCISM WEB
    PORTAL
    [Crittercism enableWithAppID:@"hahayoudidntthinkidleavetherealonedidyou"];
#else
    DDLogInfo(@"Crash log reporting is unavailable in the international build");

    // Since Crittercism is disabled for international builds, go ahead and
    // registers our custom exception handler. It's not as good sadly
    NSSetUncaughtExceptionHandler(&uncaughtExceptionHandler);
    DDLogInfo(@"Registered exception handler");
#endif
</code></pre>
```

<p>This truth table shows what I expect:</p>

```
<pre><code>INTL defined | DEBUG defined | Crittercism Enabled
  F   |   F   |   T
  F   |   T   |   F
  T   |   F   |   F
  T   |   T   |   F
</code></pre>
```

<p>This worked before when it was just <code>#ifndef INTERNATIONAL</code>. I've also tried without the <code>defined(blah)</code> and with parentheses around the whole statement (same warning and an error respectively).</p>

<p>How do I get the behavior I want from the compiler?</p>

<p>I'm trying to write a program in C++11 that is based on <code>enums</code> to determine values for the main application. I know the following works:</p>

```
<pre><code>namespace space
{
    enum class A { One, Two, Three };
}
```

```
space::A getSetting();
```

```
#define SETTING getSetting()
</code></pre>
```

<p>But I also want to do a conditional compile based on the first setting to determine the second setting, such as:</p>

```
<pre><code>namespace space
{
    enum class A { One, Two, Three };
    enum class B { Red, Blue, Yellow };
    enum class C { Black, White };
    enum class D { Green, Orange };
}
```

```
space::A getSettingA();
space::B getSettingB();
space::C getSettingC();
space::D getSettingD();
```

```
#define SETTING_ONE getSettingA()
#if SETTING_ONE == A::One
    #define SETTING_TWO getSettingB()
#elif SETTING_ONE == A::Two
    #define SETTING_TWO getSettingC()
#else
    #define SETTING_TWO getSettingD()
#endif
</code></pre>
```

<p>This provides a compiler warning of "C4067: unexpected tokens following preprocessor directive - expected a newline". I did some research and found that I can't use the scope

<p>We use SVN with VS2012. I have a bit of code which I want to be compiled for myself only. I defined conditional compilation symbol and used #if pragma..</p>

<p>However it appeared to be shared through the project file and the SVN with everyone which defies the purpose.</p>

<p>How do you guys go about this problem?</p>

18641163

How to NOT share conditional symbols in large team

<p>I have multiple versions of Qt installed, and I need to compile my project with all of them.

Using a pro file, I could not find in the documentation how to do a conditional compilation.

</p>

<p>Ideally, this is what I would like to do: </p>

```
<pre><code>QT_VERSION = 5  # this can be 4, set manually
```

```
if(QT_VERSION == 5) {
```

```
    QT += widgets
```

```
}
```

```
if(QT_VERSION == 4) {
```

```
    QT += gui
```

```
}
```

```
</code></pre>
```

<p>Naturally, the if() command does not exist in pro files.

Is there a better way to do the same thing?</p>

18663331

How to check the selected version of Qt in a .pro file

<p>I am embedding jwplayer for my videos on a website.</p>

<p>Using <code>video.flash()</code> and <code>video.MediaPlayer()</code> from system assemblies in ASP.net MVC4 i was able to embed videos. I am trying <code>jwplayer</code> now for cool interface.</p>

<p>This is how the code looks like-</p>

```
<pre><code>@model MvcApplication8.Models.SystemUser
&lt;script type="text/javascript"&gt;
    $(function () {
        jwplayer('my-video').setup({
            file: @Model.FilePath,
            width: '770',
            height: '360'

        });
    });
&lt;/script&gt;

&lt;div id="my-video"&gt;&lt;/div&gt;
</code></pre>
```

<p>But it is not showing video there, it is giving this error- "Condition compilation is turned off".</p>

<p>Am i doing a mistake in embedding video through <code>jwplayer</code>? </p>

<p>What is this error about?</p>

18718151

C#: Conditional compilation error in jwplayer

<p>We have a 32-bit windows application which uses C++ and good old Windows application model. Is it technically possible to have a single source and compile it as 32 and 64 bit by say turning a compiler switch or using some macros?</p>

<p>Currently I don't think the code will compile as a 64-bit application, I'll have to fix the compilation errors, in general how should I proceed so that it compiles as both 64&32 bit app. What should I keep in mind? What will be the challenges? Any comments and tips will be appreciated.

Thanks</p>

18746550

Conditional compilation of same source as a 32 and

<p>Our system has a large number of enums denoting stuff such as events, errors etc.</p>

<p>I'm trying to build infrastructure that would allow us to log each received event or error message as a string (instead of a plain integer), without having to build and maintain two lists for each enum.</p>

<p>I found the X Macro technique quite suitable for my needs. Thus, instead of doing this:</p>

```
<pre><code>typedef enum
{
    valA,
    valB,
    valC
} some_enum;

const char* some_enum_strings[] =
{
    "valA",
    "valB",
    "valC"
};
</code></pre>
```

<p>I'm doing this:</p>

```
<pre><code>#define DEF_STRINGIFY(_x_) #_x_
#define DEF_ENUM(_x_) _x_

#define ENUM_NAME(_x_) \
    _x_(valA) \
    _x_(valB) \
    _x_(valC)

typedef enum
{
    SOME_ENUM(DEF_ENUM)
} some_enum;

const char* some_enum_strings[] =
{
    SOME_ENUM(DEF_STRINGIFY)
};
</code></pre>
```

I have a solution with a windows phone class library project, `BaseProj`, and several WP-projects that references this project, project `A`, `B` etc. `BaseProj` has a `LocationHelper`-class.

Lets say that project `A` needs `BaseProj` to compile with the `LocationHelper`-class but project `B` should be built without the `ID_CAP_LOCATION`-capability, so the `LocationHelper`-class shouldn't be included when `BaseProj` builds.

I can achieve this with conditional compilation symbols, the question is: How can I get `BaseProj` to be built with the appropriate symbols depending on whether I'm building project `A` or `B`?

After some research I come up with the following solution, in `BaseProj.csproj` I added

```
<PropertyGroup Condition=" '$(TestProperty)'==true ">
  <DefineConstants>$(DefineConstants);TEST_SYMBOL</DefineConstants>
</PropertyGroup>
</code>
```

And in `B.csproj` a property in the `ProjectReference`:

```
<ProjectReference Include="..\BaseProj\BaseProj.csproj">
  <Project>{...}</Project>
  <Name>BaseProj</Name>
  <Properties>TestProperty=true</Properties>
</ProjectReference>
</code>
```

Thinking that `TEST_SYMBOL` should be added when building with `B` and not with `A`. This works beautifully when I build with MSBuild. Visual Studio on the other hand completely ignores this, meaning that I get different behavior when I debug and when I make a release build with my build script.

How can I get the behavior I want from MSBuild and Visual Studio?

Suppose we have a collection of interdependent C modules and we want to create a GNU Makefile for separate compilation of them for a few different builds (e.g., unit tests, user tools, multiple editions).

Each module, while being essential for the complete application, is intended to be used separately or in any reasonable combination with other modules – always exposing the most featured API resulting from the availability of components provided by other modules selected for a particular build.

For the sake of a minimal and complete example, let's assume that our program has three modules (red, green and blue) with all possible conditional functionalities toggled by means of conditional compilation. Each module has two such conditional blocks, each of which enabled by the presence of one of two possible neighbours. This gives us three possible single builds (Red, Green, Blue), three double builds (Cyan, Magenta, Yellow) and one triple build (White) – each containing a dedicated main program (Core) built on top of the set of provided features.

Desired situation

[!\[\]\(9dfdaff1d86ba3c1f8353b4d1b61b8c5_img.jpg\)](https://i.stack.imgur.com/7xjl9.png)

Figure 1 shows the three modules (`mod_red.c`, `mod_green.c` and `mod_blue.c` «RGB»); three areas of cross-module functionality (cyan, magenta and yellow «CMY») implemented within the adjacent modules; and three cores (white, with physical dependencies «RGB» on big, sharpened tops and logical dependencies «CMY» on small tops). Each direction (out of six) denotes a functionality aspect, so the CMY tops pointing out of the main triangle suggest that the synergy may provide additional features.

The desired Makefile is expected to provide recipes for all possible builds, thus use four versions of each of the three modules and seven different cores. It should also be smart enough to avoid brutal solution (full block of `gcc` commands for each recipe) and to keep the advantages of separate compilation.

Without separate compilation the problem is easy (at least for unilateral dependencies): main program includes necessary sources and the dependent blocks are enabled by preprocessor flags, e.g. those set by other modules' include guards. With separate compilation, however, the set of modules comprising a particular build is unknown to the compiler.

<p>Is it possible to give conditional compilation as follows in flex?</p>

```
<pre><code>applicationType::desktop || applicationType::web
{
    // common code for desktop & web
}

applicationType::desktop || applicationType::mobile
{
    //common code for desktop and mobile
}
</code></pre>
```

19174970

Conditional compilation in flex

<p>Is it possible to use the #if compiler directives to omit properties on a class?</p>

<p>I have two projects consuming the shared project and I want to add some properties to a shared class that I don't want the other one to see.</p>

<p>I've tried adding a Conditional Compilation Symbol in on of the projects e.g. MYSYMBOL</p>

<p>and then doing this in my class:</p>

```
<pre><code>#if MYSYMBOL

public string MySpecialProperty { get; set; }

#endif
</code></pre>
```

<p>It compiles but neither project can see the MySpecialProperty whereas obviously I would be hoping for the project with the MYSYMBOL defined to be able to access this property...</p>

19177930

Conditional compilation for class properties based

<h2>TL;DR</h2>

<p>Protection against binary incompatibility resulting from compiler argument typos in shared, possibly templated headers' preprocessor directives, which control conditional compilation, in different compilation units?</p>

<p>Ex. </p>

```
<pre><code>g++ ... -DYOUR_NORMAL_FLAG ... -o libA.so
/**Another compilation unit, or even project. **/
g++ ... -DYOUR_NORMA1_FLAG ... -o libB.so
/**Another compilation unit, or even project. **/
g++ ... -DYOUR_NORMAL_FLAG ... main.cpp libA.so //The possibilities!
</code></pre>
```

<h2>The Basic Story</h2>

<p>Recently, I ran into a strange bug: the symptom was a single SIGSEGV, which always seemed to occur at the same location after recompiling. This led me to believe there was some kind of memory corruption going on, and the actual underlying pointer is not a pointer at all, but some data section.</p>

<p>I save you from the long and strenuous journey taking almost two otherwise perfectly good work days to track down the problem. Sufficient to say, Valgrind, GDB, nm, readelf, electric fence, GCC's stack smashing protection, and then some more measures/methods/approaches failed.</p>

<p>In utter devastation, my attention turned to the finest details in the build process, which was analogous to:</p>

- Build one small library.
- Build one large library, which uses the small one.
- Build the test suite of the large library.

<p>Only in case when the large library was used as a static, or a dynamic library dependency (ie. the dynamic linker loaded it automatically, no dlopen) was there a problem. The test case where all the code of the library was simply included in the tests, everything worked: this was the most important clue.</p>

Apparently, the clang bundled with XCode doesn't respect the upstream `__clang_major__` and `__clang_minor__` values, and instead reports an XCode user-facing version of some sort.

Here are, for reference, the values for the various MacPorts installs of clang. They seem to respect the upstream release identifiers. I get similar values when testing on Linux.

```
> prohibit-clang-3.2 /opt/local/bin/clang++-mp-3.2 -dM -E -x c /dev/null |  
grep __clang_m  
#define __clang_major__ 3  
#define __clang_minor__ 2
```

```
> prohibit-clang-3.2 /opt/local/bin/clang++-mp-3.3 -dM -E -x c /dev/null |  
grep __clang_m  
#define __clang_major__ 3  
#define __clang_minor__ 3
```

```
> prohibit-clang-3.2 /opt/local/bin/clang++-mp-3.4 -dM -E -x c /dev/null |  
grep __clang_m  
#define __clang_major__ 3  
#define __clang_minor__ 4  
</code></pre>
```

However, for some reason, the Apple provided clang has `__clang_major__` and `__clang_minor__` versions that track the XCode version, not the base clang revision:

```
> prohibit-clang-3.2  
/Applications/Xcode-4.6.3.app/Contents/Developer/Toolchains/XcodeDefault.  
xctoolchain/usr/bin/clang++  
-dM -E -x c /dev/null | grep __clang_m  
#define __clang_major__ 4  
#define __clang_minor__ 2
```

```
> prohibit-clang-3.2  
/Applications/Xcode-4.6.3.app/Contents/Developer/Toolchains/XcodeDefault.  
xctoolchain/usr/bin/clang++  
--version  
Apple LLVM version 4.2 (clang-425.0.28) (based on LLVM 3.2svn)  
Target: x86_64-apple-darwin12.5.0  
Thread model: posix
```

I have an app with min API 10, and I set `fastScrollEnabled` to true. Now, the `fastScrollThumbDrawable` is really horrible, and I want to change it. I can add in the `style.xml` the line

```
<item name="android:fastScrollThumbDrawable">
    @drawable/fastscroll_thumb</item>
</code></pre>
```

The problem is that `android:fastScrollThumbDrawable` only works for API 11+, and API10 does not let me to compile with that line (eclipse). So I want to set `android:fastScrollThumbDrawable` programatically when API >= 11, otherwise stay with the horrible one.

The problem is that I couldn't find a way of setting `android:fastScrollThumbDrawable` programatically... Is this possible? Is there any way to circumvent this?

Thanks!
L.

19461349

Conditional compilation of fastScrollThumbDrawab

<p>ibv_modify_qp function has 2 different signatures for different version of the library. Both the libraries install the header files in same location. Below are the 2 versions.</p>

```
<pre><code>int ibv_modify_qp(struct ibv_qp *qp, struct ibv_qp_attr *attr,
    int attr_mask);
int ibv_modify_qp(struct ibv_qp *qp, struct ibv_qp_attr *attr,
    enum ibv_qp_attr_mask attr_mask);
</code></pre>
```

<p>In my library, I am passing the pointer of my driver specific function to the ibv_context_ops structure.</p>

```
<pre><code>/*ibv_context_ops field contains function pointers to driver specific functions*/

static struct ibv_context_ops c4iw_ctx_ops = {
    .modify_qp = c4iw_modify_qp,
}
int c4iw_modify_qp(struct ibv_qp *ibqp, struct ibv_qp_attr *attr,
    int attr_mask);
</code></pre>
```

<p>So when the prototype matches I don't see any warning, but when the prototypes differ, warning will be generated.
Right now I am using CFLAGS to conditionally compile as shown below.</p>

```
<pre><code>#ifdef IBV_VER2

int c4iw_modify_qp(struct ibv_qp *ibqp, struct ibv_qp_attr *attr,
    int attr_mask);

#else

int c4iw_modify_qp(struct ibv_qp *ibqp, struct ibv_qp_attr *attr,
    enum ibv_qp_attr_mask attr_mask);
#endif
</code></pre>
```

<p>Is there anyway I can make use of gnu automake to check for function prototype and substitute function arguments based on the function prototype defined in the library header file.</p>

<p>Normally, for classes I don't intend to include in production code I have conditional operators such as the usual:</p>

```
<pre><code>#ifdef DEBUG_VERSION
</code></pre>
```

<p>This could also be around certain chunks of code that performs additional steps in development mode. </p>

<p>I've just thought (after many years or using the above): What happens if a typo is introduced in the above? It could have great consequences. Pieces of code included (or not included) when the opposite was intended.</p>

<p>So I'm now wondering about alternatives, and thought about creating 2 macro's:</p>

```
<pre><code>INCLUDE_IN_DEBUG_BUILD
END_INCLUDE_IN_DEBUG_BUILD
</code></pre>
```

<p>If a typo is ever created in these, an error message is created at compile time, forcing the user to correct it. The first would evaluate to "if (1){" in the debug build and "if (0){" in the production build, so any compiler worth using should optimise those lines out, and even if they don't, at least the code inside will never be called. </p>

<p>Now I'm wondering: Is there something I'm missing here? Why does no-one else use something like this? </p>

<p>On my markup, I am using image button to update a record on the db.</p>

<p>This has always worked till now.</p>

<p>Now, users get the following error:</p>

<p>Conditional Compilation is turned off</p>

<p>It says line 1 charachter 33. </p>

<p>I have no idea what this means.</p>

<p>Markup code:</p>

```
<pre><code>&lt;asp:ImageButton ID="saveButton" title="Save" runat="server" OnClick="
saveButton_Click" ImageUrl="images/BTN-save.gif"
                                onmouseout="this.src='images/BTN-save.gif'"
                                onmouseover="this.src='images/BTN-save.gif'"
</code></pre>
```

<p>Sub:</p>

```
<pre><code>Protected Sub saveButton_Click(ByVal sender As Object, ByVal e As System.
Web.UI.ImageClickEventArgs)
    Dim myConnectionString As [String] = ConfigurationManager.ConnectionStrings
("DBConnectionString").ConnectionString
    Dim myConnection As New SqlConnection(myConnectionString)
    Try
        myConnection.Open()
        Dim cmd As New SqlCommand("UPDATE tblLogin SET fullname=@fullname,
Address=@address,Email=@email, Precinct=@precinct, positionid = @position where " +
"username=@username and email=@email", myConnection)
        cmd.Parameters.AddWithValue("@fullname", NameTB.Text)
        cmd.Parameters.AddWithValue("@address", AddressTB.Text)
        cmd.Parameters.AddWithValue("@email", EmailTB.Text)
        cmd.Parameters.AddWithValue("@precinct", precinctList.SelectedValue)
        cmd.Parameters.AddWithValue("@position", PositionList.SelectedIndex)
        cmd.Parameters.AddWithValue("@username", Session("username"))
        cmd.Parameters.AddWithValue("@email", Session("UserId"))
        Dim rows As Integer = cmd.ExecuteNonQuery()
        If rows = 1 Then
            Response.Redirect("~/Scripts/Navigation/ControlPanel/infomation/ControlPanel.aspx")
        End If
    Catch ex As Exception
        Response.Redirect("~/Scripts/Navigation/ControlPanel/infomation/ControlPanel.aspx")
    End Try
End Sub
</code></pre>
```

<p>I have an application and I will have two versions - Trial and Commercial. The trial will have some limited features compared to the Commercial version. However I need to make it so that when one has the trial version, it will be impossible for him to uncover the features in the full version. The simplest idea is to have two absolutely separate builds, however this will be hard to maintain(I think). The second idea I have is to build the solutions with a Conditional Compilation Symbols - Trial and Full. I will adapt the source to work this way and I will use #If statements. My question is if this is safe. As it seems the code which is not in the <code>Full</code> compilation symbol's #If statement will be excluded from the assembly but I need your help on this as I need to be sure. Thanks a lot</p>

19620401

Are Conditional Compilation Symbols Hackable

<p>I have a one page that uses Javascript to load several PartialView. I am trying to access ViewBag in some Javascript but am having problems.</p>

<p>MyView:</p>

```
<pre><code>&lt;div&gt;
    &lt;script&gt;
        var test = @ViewBag.test;
        alert(test);
    &lt;/script&gt;
&lt;/div&gt;
</code></pre>
```

<p>The controller which handles this view:</p>

```
<pre><code>public PartialViewResult MyView()
{
    ViewBag.test = "test";
    return PartialView();
}
</code></pre>
```

<p>When I run it, the Javascript alert does not appear. I get a "Conditional compilation is turned off" highlight under the View's calling of ViewBag.</p>

19655647

ASP.NET - accessing ViewBag in a View

<p>In my solution, I have two C# projects:</p>

The "parent" project defines¹ the following conditional compilation symbol:

<code>X</code>.

The "child" project references the parent project.

<p>Is there a way to use the <code>X</code> in the child project (i.e.

<code>#if X ... #endif</code>)?</p>

<hr>

<p>¹ Project Properties / Build / Conditional compilation symbols.

</p>

19664582

Is it possible to reference conditional compilation s

<p>Is it possible in Java to do a sort of #ifdef thing, like in C/C++?</p>

<p>Example:</p>

```
<pre><code>class Test
{
    public static final boolean ANDROID = false;

    public Test()
    {
        if (ANDROID)
        {
            // do stuff that won't compile if not on android
        }
        else
        {
            // do stuff that should be only done on desktop
        }
    }
}
</code></pre>
```

<p>Note that even if <code>ANDROID</code> is <code>>false</code>, as in the example, it will still try to compile the code inside of the <code>if</code>, even though it won't (and shouldn't) compile.</p>

<p>I'm looking for a way to do conditional compilation -- the compiler shouldn't even look at the <code>if</code> if <code>ANDROID</code> is <code>>false</code>.</p>

<p>The context of my question is that I have a Processing application in Eclipse. I'm using both normal Processing and Processing for Android in two separate projects, but I want to be able to move the source code of the projects between one another without having compiler errors. For example, I want to be able to have source code files that I can move from the Android project to the desktop project and only have to change a couple of things -- for example, changing <code>ANDROID = true</code> to <code>ANDROID = false</code>.</p>

<p>I really need it to be conditional compilation because when I copy the source code from the Android project to the desktop project, the desktop libraries obviously won't include Android libraries, and then the source code won't even compile.</p>

<p>I'm debugging a function and trying to set a breakpoint on an API call, but I'm getting a "Breakpoint will not currently be hit" message for that line. Here's the code:</p>

```
<pre><code>bool __stdcall FileOperator::uploadDocument(char* filePath,long projectID)
{
    char* filename="xyz.xlsx";
    char* docname="xyz.xlsx";
    long docID=0L;
    long lAttributID=0;
    long lngAppID=aaApi_GetFExtensionApplication(L"xlsx");
    long lngWorkSpaceID=aaApi_GetWorkspaceProfileId(projectID,0);
    WCHAR strWorkingDir[_MAX_PATH];

    memset(strWorkingDir,'\0',_MAX_PATH);

    bool status=aaApi_CreateDocument(
        &docID,
        projectID,
        0,
        0,
        0,
        lngAppID,
        0,
        lngWorkSpaceID,
        convertCharArrayToLPCWSTR(filePath),
        convertCharArrayToLPCWSTR(filename),
        convertCharArrayToLPCWSTR(docname),
        NULL,
        NULL,
        FALSE,
        AADMSDOCCREF_DEFAULT,
        strWorkingDir,
        _MAX_PATH-1,
        &lAttributID
    );
    return status;
}
</code></pre>
```

<p>If I try to set a breakpoint on the <code>aaApi_CreateDocument</code> call, I get this message:</p>

<p>I'm currently working on a VBA code generator/injector that adds VBA functionality to Excel workbooks by using the VBA Extensibility. This all works fine.</p>

<p>However, the original code that is injected uses conditional compilation, referring to some global conditional compilation arguments:</p>

<p></p>

<p>Is there any way I can programmatically modify/add the conditional compilation arguments of a VBA project?</p>

<p>I checked all properties of the VBProject but couldn't find anything.</p>

19726791

How to programmatically change conditional comp

<p>After publishing my web application to azure the JQuery Script bundle contains this header:</p>

```
<pre><code>/* Minification failed. Returning unminified contents.
(1447,2-3): run-time warning JS1195: Expected expression: *
(1447,31-32): run-time warning JS1004: Expected ';': c
(1448,4-13): run-time warning JS1030: Conditional compilation is turned off: @requires
*/
/*! jQuery v2.0.3 | (c) 2005, 2013 jQuery Foundation, Inc. | jquery.org/license
//@ sourceMappingURL=jquery-2.0.3.min.map
*/
</code></pre>
```

<p>I have this Bundle registration:</p>

```
<pre><code>public static void RegisterBundles(BundleCollection bundles)
{
    bundles.Add(new ScriptBundle("~/bundles/jquery").Include(
        "~/Scripts/jquery-{version}.js",
        "~/Scripts/jquery.sitespecific.js",
        "~/Scripts/sitespecific.js",
        "~/Scripts/autonumeric.js",
        "~/Scripts/jquery.coolfieldset.js"));

    bundles.Add(new ScriptBundle("~/bundles/jqueryui").Include(
        "~/Scripts/jquery-ui-{version}.js"));

    bundles.Add(new ScriptBundle("~/bundles/jqueryval").Include(
        "~/Scripts/jquery.unobtrusive*",
        "~/Scripts/jquery.validate*"));

    bundles.Add(new ScriptBundle("~/bundles/modernizr").Include(
        "~/Scripts/modernizr-*"));

    bundles.Add(new StyleBundle("~/Content/css").Include(
        "~/Content/site.css"));

    bundles.Add(new StyleBundle("~/Content/themes/custom/css").Include(
        "~/Content/themes/custom/jquery-ui-1.10.3.custom.css",
        "~/Content/jquery.coolfieldset.css"));
}
</code></pre>
```

<p>I have a c# project in which I'm reading different xmls. I have different conditional compilation symbols set, based on which I build two different .EXEs. Right now, what i'm doing is reading different xmls on the basis of the condition.</p>

```
<pre><code>#if ABC_build
//read xml1
#else
//read xml2
#endif
</code></pre>
```

<p>But in this case, I have to include both the xmls with each build. Both the xmls are same except for two or three tags. Is there a way to write a single xml and to tell the compiler to include certain xml tags in a certain build and not the other?</p>

19785923

Is there a way to use conditional compilation symb

I have a project in Visual Studio that I have been working on for a while, and I have used the debugger extensively. Recently I changed some settings and I have lost the ability to stop the program and step through code. I can't figure out what I had changed that might have affected this.

If I put a breakpoint in my code and try to have the program stop there, it doesn't. The break point shows up white with a red outline. If I hover the mouse over it, it says "The breakpoint will not currently be hit. No executable code of the debugger's target code type is associated with this line. Possible causes include: conditional compilation, compiler optimizations, or the target architecture of this line is not supported by the current debugger code type."

I know for a fact that the program executes the code where the breakpoint is because I put the breakpoint in the beginning of the InitializeComponent method. The program displays the window fine, but does not stop at the breakpoint. Yes, I am running in debug mode.

It seems as though there is a disconnect between the compiled code and the source code displayed. Does anyone know what that would be, or know which compiler settings I should check to re-enable debugging?

Here are the compiler options:

<blockquote>

```
<p>/GS /analyze- /W3 /Zc:wchar_t
/I"D:\dev\libcurl-7.19.3-win32-ssl-msvc\include" /Zi /Od /sdl
/Fd"Debug\vc110.pdb" /fp:precise /D "WIN32" /D "_DEBUG" /D "_UNICODE"
/D "UNICODE" /errorReport:prompt /WX- /Zc:forScope /Oy- /clr
/FU"C:\Program Files (x86)\Reference
Assemblies\Microsoft\Framework.NETFramework\v4.5\mscorlib.dll"
/FU"C:\Program Files (x86)\Reference
Assemblies\Microsoft\Framework.NETFramework\v4.5\System.Data.dll"
/FU"C:\Program Files (x86)\Reference
Assemblies\Microsoft\Framework.NETFramework\v4.5\System.dll"
/FU"C:\Program Files (x86)\Reference
Assemblies\Microsoft\Framework.NETFramework\v4.5\System.Drawing.dll"
/FU"C:\Program Files (x86)\Reference
Assemblies\Microsoft\Framework.NETFramework\v4.5\System.Windows.Forms.
DataVisualization.dll"
/FU"C:\Program Files (x86)\Reference
Assemblies\Microsoft\Framework.NETFramework\v4.5\System.Windows.Forms.dll"
/FU"C:\Program Files (x86)\Reference
```

I have multiple app projects which all link to the same static library project. Each app project needs to compile the static library project using different settings.

At the moment I have a conditional compilation header in the static library project, let's call it ViewType.h which adds more types, typedefs, macros, etc specific to each view.

```
#define VIEW_A 1
#define VIEW_B 2
#define VIEW_C 3

#ifndef VIEWTYPE
#define VIEWTYPE VIEW_A
#endif

#if VIEWTYPE == VIEW_A
    // further typedefs and defines tailored to VIEW_A
#elif VIEWTYPE == VIEW_B
    // further typedefs and defines tailored to VIEW_B
#elif VIEWTYPE == VIEW_C
    // further typedefs and defines tailored to VIEW_C
#endif
```

The problem here is that each app project needs to change the VIEWTYPE in the static library project, and every time I switch app projects I have to change the VIEWTYPE again.

Unfortunately it seems I can not define VIEWTYPE=2 (for example) as preprocessor macro in the app target. And I can't define this in the static library project either because all 3 projects include the same static library project, because the .xcodeproj is shared between the 3 apps (ie the .xcodeproj is dragged & dropped onto the app project; I'm not using a workspace).

I understand one issue is that the static library being a dependent target it is built first before the app target is even considered. So perhaps there's some way to make that decision which app the library is built for based on other conditionals (ie checking for a file, or including an optional app-specific header).

Question: How I can create a macro or otherwise perform conditional compilation based on macros/settings defined by the app target which are then adhered to by the static library project?

<p>It is slightly touched in the docs The if directive, but not described how you can pass custom parameters to the <code>if</code> directive at the time of making a build. I want to know how can I make several different builds using Sencha Cmd just passing a certain argument/parameter to a build script.</p>

19970312

Sencha Touch conditional compilation

<p>Basically, what i have is one solution with two projects targeting Windows Phone 7 and Windows Phone 8. I have linked the pages and classes from my WP7 project to WP8 project (add as link), also each project contains two separate pages <code>TestPage.xaml</code> and <code>TestPageWP8.xaml</code>. </p>

<p>In the WP8 project i have added additional <code>Conditional compilation symbols</code> WP8. So in my MainPage i have something like:</p>

```
<pre><code>    private void onClick(object sender, RoutedEventArgs e)
    {
    #if WP8
        NavigationService.Navigate(new Uri("/TestPageWP8.xaml", UriKind.Relative));
    #else
        NavigationService.Navigate(new Uri("/TestPage.xaml", UriKind.Relative));
    #endif
    }
</code></pre>
```

<p>The problem is that i can not open <code>TestPageWP8</code>, the application always opens <code>TestPage</code></p>

<p>My StartUp Project is WP7, i have Nokia Lumia 920 and 610. I am missing something but what?</p>

<p>Thank you!</p>

19976892

Maintaining a WP7 and WP8 version in one solutio

<p>This question maybe asked many times but I didn't get solution to my problem. So excuse
!</p>

<p></p>

<p>script-</p>

```
<pre><code>&lt;script type="text/javascript"&gt;
    @for (int i = 0; i &lt; Model.Count; i++) {
        &lt;text&gt;var splitdata = new Array[

            "Model[i].AccountHead",
            Model[i].AccID
        ];&lt;/text&gt;

    }
&lt;/script&gt;
</code></pre>
```

<p>I am fetching model values in this loop. But I am not able to use this loop to fetch out
records available in database, It is not even considering <code>i</code> in loop. Seems that
loop is not working anymore.</p>

<p>How can I get it done? </p>

20162442

loop in razor shows conditional compilation is turn

<p>I need a batch file that will conditionally compile my c# solution, I tried finding but
nothing relevant retrieved.</p>

20259607

Conditional Compilation of c# solution using a batc

<p>I am trying to add SQL lite to a phone project. I am following the Peter Huene project and SQLite-net-wp8 - https://github.com/peterhuene/sqlite-net - But I keep getting the error SQLiteConnection not defined. (I did set references and Nuget packages.)</p>

<p>The part I skipped is the conditional compilation symbols change he mentions (add USE_WP8_NATIVE_SQLITE) - My property page does not show a build tab - I have looked all over for the place to make that change but can't find it. Any thoughts? </p>

<p>Here is what my structure looks like (basically):</p>

-Windows8PhoneMainProject
-SQLiteProject

<p>SQLite.cs and SQLiteAsync.cs files are under SQLiteproject (not sure where I should place them - it seems to make no difference)</p>

<p>What am I missing? I find not Build tab or Conditional Compilation Symbols setting.</p>

20266427

SQLiteConnection is not defined

<p>I was looking for a good resource that provides a discussion on best practices for conditional compilation and cross-plattform portability for C projects.</p>

<p>For example:</p>

<p>Writing a network library that (depending on the underlying platform) either uses TCP or SCTP. The usual approach would probably be to define a common API specification and let the makefile decide to compile the correct implementation. </p>

<p>I cannot imagine that conditional compilation using MACROS and code duplication is a good idea here (since such a network implementation is mostly the same, with differing SEND and RECEIVE primitives).</p>

<p>Does anybody have good suggestions or a good resource discussing best practices to these problems?</p>

<p>Thanks for your input!</p>

20353968

Conditional Compile - Implementation Alternatives

I have been determining the version of the IE Trident engine using <http://msdn.microsoft.com/en-us/library/ie/121hzt3%28v=vs.94%29.aspx> rel="nofollow noreferrer">javascript conditional compilation:

```
<pre><code>var ieVersion = undefined;
/*@cc_on
    ieVersion = Math.floor(@_jscript_version);
@*/
</code></pre>
```

This worked fine for IE8, 9 and 10. In IE11, the conditionally-commented block does not execute, *unless* I use the F12 dev tools to emulate IE10 (in which case it returns the correct value, 11).

This is confusing, since the <http://msdn.microsoft.com/en-us/library/ie/121hzt3%28v=vs.94%29.aspx> rel="nofollow noreferrer">MSDN page on conditional compilation *specifies* that it applies to Internet Explorer 11. (**UPDATE 2015-02-03**: this page has since been updated to explicitly state that its content *does not* apply to IE11 in standards mode.) I've <https://www.google.com/search?q=ie11+javascript+conditional+compilation> rel="nofollow noreferrer">not found any information online to suggest that IE11 should not support conditional comments.

Does anyone have any information about this? Can anyone reproduce this behaviour in IE11?

Edit: the relevance of this is in IE's `<audio>` support. I have a web app that requires playback of around 50 short (~1sec) audio files, which should be played in a (pseudo-)random order, and individually after user interaction. The problems are various:

- IE9 has an undocumented limit of 41 `audio` elements (whether declared in HTML or as JS objects). All subsequent audio files silently fail to load and play. (Each of the 41 elements can have its source re-assigned, but every second re-assignment also fails silently. I would love to see the code behind these bugs...)
- IE10 and IE11 "stutter" when playing short sounds: they play a fraction of a second, then pause, then continue on. The effect to the end-user is that the audio is unintelligible. (The `audio`s have `preload="auto"` and report a non-zero buffer.)

<p>I'm referencing this script in the header:</p>

<p>http://cdnjs.cloudflare.com/ajax/libs/jqueryui/1.10.3/css/base/jquery.ui.all.css</p>

<p>And when I run my application, I get this error:</p>

<blockquote>

<p>SCRIPT1030: Conditional compilation is turned off</p>

</blockquote>

<p>According to MSDN I should be doing something with <code>/*@cc_on @*/</code>. I have tried that but it doesn't recognize it in the <code>_Layout.cshtml</code> page.</p>

<p>Removing this line works:</p>

```
<pre><code>&lt;script src="//cdnjs.cloudflare.com/ajax/libs/jqueryui/1.10.3/css/base/jquery.ui.all.css"&gt;&lt;/script&gt;</code></pre>
```

<p>But I need the css files. How can I solve this problem?</p>

20401328

SCRIPT1030: Conditional compilation is turned off

<p>I have a large solution, and (external library dependencies) I have set up project properties where based on a conditional symbol I either link against an old (symbol missing) or a new version (symbol present), with also a few code changes based on changed interface.</p>

<p>I had it running as a TFS build as well for quite a while (old, stable version) but now have the need to have the new version run as well in parallel. So I added the /p:DefineConstants="NEW_LIBRARY" as an MSBuild Argument.</p>

<p>The problem here is that I already have conditional symbols in the solution at other places and want to retain those, but they are overridden by that argument.</p>

<p>How can I add the conditional symbol in the one build and not in the other (ok, not adding it is trivial) while leaving the symbols already defined in each project's properties untouched?</p>

<p>Many thanks</p>

20490450

TFS 2012/MSBuild: adding additional conditional cc

<p>I'm looking for suggestions on makefile organization. I am not a makefile expert. I don't mind learning, but it's not currently a strength of mine.</p>

<p>The problem:

I have inherited a project that builds multiple firmware images for multiple similar but different platforms. In general, they share a common processor but use different peripherals or configure peripherals differently (at compile time) such that just building a library of common code isn't enough.</p>

<p>The current solution feels a bit lacking. It is a giant folder with all of the code grouped together. There exists a specific Makefile for each platform in this form: Makefile.XXX.mak. These makefiles include a common makefile (Makefile.common.mak) that does things like define the TOOLCHAIN_PATH and INCLUDE_PATH and things like that. The specific makefiles each enumerate all of the .c/.cpp files that are needed for the specific firmware image as well as all of the defines that are used within those files.</p>

<p>I'd like to do something that includes building a library (or a few libraries) with the common files, but it seems like that library would need to be forced to rebuild for each firmware image, due to different defines each image requires. I'd also like to reduce the number of makefiles out there and perhaps use targets rather than unique makefiles. Each firmware image requires a call 'make -f Makefile.XXX.mak' to build.</p>

20500287

Suggestion for makefile structure for multiple firmw

<p>Please help. I am getting a headache with razor. I am trying to use google charts to display my information. </p>

<p>So, this is what I have in my view:</p>

```
<pre><code>@section scripts
{
    <script type="text/javascript" src="https://www.google.com/jsapi"></script>
    <script type="text/javascript">
        google.load("visualization", "1", { packages: ["corechart"] });
        google.setOnLoadCallback(drawChart);
        function drawChart() {
            var data = google.visualization.arrayToDataTable([
                ['Date', 'DDM'],
                @foreach(var item in Model.ToList())
                {
                    <text>
                        ['item.Item1', 'item.Item2']
                    </text>
                }
            ]);

            var options = {
                title: 'Demande de marché',
                hAxis: { title: 'Date', titleTextStyle: { color: '#333' } }
            };

            var chart = new google.visualization.AreaChart(document.getElementById
('chart_div'));
            chart.draw(data, options);
        }
    </script>
}
</code></pre>
```

<p>I use the foreach loop to iterate on the model (<code>IEnumerable<Tuple<DateTime,int>></code>) to add the information in the javascript function. At design time, I get </p>

```
<pre><code>Conditional compilation is turned off
</code></pre>
```


<p>I would like to share a library I've written in native C++ with a third party. By that I mean I'd like to share a library providing functionality I've developed with someone who is using windows, whom I do not wish to share source code with. We can assume the same CPU architecture here.</p>

<p>I've only ever shared source code directly, and mostly on linux. So the standard process of ensuring I can provide a binary that is as versatile as possible is a mystery to me. And I find documentation online to be lacking.</p>

<p>I am currently working on sharing .lib files, however it does seem to imply that these will only work if the compiler linking it is the same compiler I used to generate that lib file.</p>

<p>The more common method does seem to be the dynamic linking route - providing a .dll. I'm not terrifically fond of the overhead of doing so, as it seems that my function and class signatures would look something like this <code>__declspec(dllexport) void __cdecl Function1(void);</code>. As I am aiming to maintain cross-platform compatibility, I can imagine my source growing into a tangle of conditional compilation. Furthermore, unless I go the runtime linking route, I'll have to provide an import library .lib, which brings me back to the same problem as before.</p>

<p>Is there a guide to distributing libraries on Windows? Is runtime linking of DLLs the only realistic way? And is it dependable? (The issue of conflicting runtime libraries comes to mind).</p>

20550660

Distributing (native C++) libraries on windows

I am writing a set of visual interfaces to data structures in Java. The idea is that these classes should be high performance implementations of algorithms, but with embedded hooks so that the algorithms can be displayed interactively.

There are a number of reasons to do this, but if you will accept this request at face value, I want to embed calls in the middle of algorithms to identify that a particular subsection has just been done. For example, one pass of a sorting algorithm.

I would prefer that the library be both very efficient and allow this. In C++, I would plug in two different templates or use conditional compilation, and two versions of the code could reasonably be generated. Is there any way to achieve this in Java? I'm hoping someone else can come up with one because I can't.

NEWS FLASH. I tried this actual code.

For $n=100,000$ an insertion sort takes approximately 9800 ms with VISUALIZE as a static variable but not final, vs. about 3100 with it commented out. So the performance loss is unacceptable.

With visualize as static final, the optimizer does indeed detect it and chop it out, but given that it's final what can I do with it? I can't dynamically turn visualization on and off!

```
<pre><code>public class TestSort {
    private static boolean VISUALIZE = false;
    private static ArrayObserver ao;
    public static void insertionSort(int[] x) {
        for (int i = 1; i < x.length; i++) {
            int temp = x[i];
            int j = i - 1;
            if (x[j] > temp) {
                do {
                    x[j+1] = x[j];
/*            if (VISUALIZE) {
                ao.compare(i-1, i);
            ao.copy(i-1, i);
            }*/
                } while (--j >= 0 && x[j] > temp);
                x[j+1] = temp;
            }
        }
    }
}
```

I can go into `Community.CsharpSqlite` folder click the `Community.CsharpSqlite.csproj` and it will create a `Community.CsharpSqlite.dll` in either Release or Debug folder.

I attempted to do **Add as Link** to combine the project with my main project to avoid generating the .dll file.

But the project that makes the .dll file doesn't compile when I add it into my main project has over 240 errors because it has C code in it. Like

<blockquote>

The type or namespace name 'typedef' could not be found (are you missing a using directive or an assembly reference?)

</blockquote>

and so on it doesn't have any issues compiling as a standalone library. How do I link it up?

Edit: It managed to work after I copy pasted the Conditional compilation symbols: from Community.CsharpSqlite project to my main project

`DEBUG;SQLITE_DEBUG TRUE WIN32 _MSC_VER NO_TCL SQLITE_ASCII
SQLITE_DISABLE_LFS SQLITE_HAS_CODEC SQLITE_MEM_POOL SQLITE_MUTEX_W32
SQLITE_THREADSAFE SQLITE_OMIT_AUTHORIZATION SQLITE_OMIT_DEPRECATED
SQLITE_OMIT_GET_TABLE SQLITE_OMIT_INCRBLOB SQLITE_OMIT_LOOKASIDE
SQLITE_OMIT_SHARED_CACHE SQLITE_OMIT_UTF16 SQLITE_OMIT_WAL SQLITE_OS_WIN
SQLITE_SYSTEM_MALLOC VDBE_PROFILE_OFF`

As well as Suppressed these warnings
`0168 ; 0169; 0414; 0618; 0649`

Is that the only way of doing this? messing with main project's build information?.

20599837

Add as Link Community.CsharpSqlite

<p>So, in languages like C and C++ I could define a preprocessor directive and do conditional compilation like so:</p>

```
<pre><code>#define DEBUG 1
```

```
#ifdef DEBUG
    cout &lt;&lt; "Some Stuff, blah blah blah" &lt;&lt; endl;
#endif
</code></pre>
```

<p>My goal is to do something similar, or roughly similar in Java that way I can do some debugging and just switch DEBUG on or off real quick for debug or release compilation. Is there anything anywhere close to this in java?? Maybe a </p>

```
<pre><code>public static final String DEBUG = "YES"
</code></pre>
```

<p>I don't know....Is there anything anywhere close to this, what's my best strategy. Recommendations? </p>

<p>EDIT: I am hoping to avoid any custom libraries, because I am OCD.....lol</p>

20686527

No preprocessor in Java - If I would conditionally lik

I recently discovered the "[assert](http://docs.oracle.com/javase/7/docs/technotes/guides/language/assert.html)" statement in Java, and have been littering my software with them as I debug it. My initial instinct was to avoid making control flow statements just to handle assert statements, but then I realized that these control statements would probably be removed during a production build anyway, since their block would be empty. My impression is that they would be eliminated by the JIT compiler.

Unfortunately, I am working off of vague recollections of how the JIT compiler works, and cannot find appropriate documentation. The best I could find was this [brief outline](http://pic.dhe.ibm.com/infocenter/java7sdk/v7r0/index.jsp?topic=/com.ibm.java.win.70.doc/diag/understanding/jit_optimize_flow.html) of the optimization process from IBM.

Before I get into the habit of implementing assertion-based tests, I wanted to know if there are best-practices to minimize their impact on performance. I'd hate to implement a bunch of tests only to find that their collective effect is to substantially decrease performance, even if individually their impact is negligible.

Can any of you tell me whether the following lines would be a drag on performance on a production build (with "assert" disabled, as is the default)?

```
for (T obj : Collection){
    assert obj.someProperty();
}
```

For a bonus, what if I were something more complicated, including short-lived objects that are only used for the assertions?

```
TreeMap<Integer,T> map = new TreeMap<>();
int i = 0;
for (T obj : Collection){
    map.put(i,obj);
    assert obj.someProperty();
    i++;
}
// assert something about map, then never use it again
```

Or a method whose only effect is to call "assert"?

<p>I want to ouput more data while designing the report.

This 'development' data should not be shown to the report consumer when it is deployed to production server.
</p>

<p>For the code there are Debug and Release modes which allow conditional compilation. Is similar approach possible with reports?</p>

21136656

Does report have running/execution modes?

<p>I would like to set up a gcc C++ project using my preferred editro NetBeans (since it works with gcc), that would depend on some external libraries. I want it to compile in NetBeans with gcc chain, and in production - using command line make under linux. Preferably, first create project in NetBeans and then modify something to accept it in Linux.</p>

<p>The libraries will be the same but located in different folders, so I need to separate include pathes for these, and during compile time correct pathes must be picked. </p>

<p>Also, I might need to use minor amount of conditional compilation, as under windows and linux some #include directives might or might not contain library sub-pathes.</p>

<p>Is there any useful guide how to make this happen? </p>

21235933

How to set up cross platform compliation for C++ (I

People [recommend](http://stackoverflow.com/q/21256252/103167) `#ifdef` for conditional compilation by a wide margin. A [search for `#ifdef`](http://stackoverflow.com/search?q=%23ifdef) substantiates that its use is pervasive.

Yet `#ifdef NAME` (or equivalently `#if defined(NAME)` and related `#ifndef NAME` (and `#if !defined(NAME)`) have a severe flaw:

header.h

```
#ifndef IS_SPECIAL
#error You're not special enough
#endif
```

source.cpp

```
#include "header.h"
```

```
gcc -DIS_SPECIAL source.cpp
```

will pass, obviously, as will

source1.cpp

```
#define IS_SPECIAL 1
#include "header.h"
```

But, so will

source0.cpp

```
#define IS_SPECIAL 0
#include "header.h"
```

<p>I know that we can declare Preprocessor values in the properties settings of any app.</p>

<p></p>

<p>I can declare two or three macros in the Conditional compilation symbols, but what if I want to define 25 values here? Is there any other way, like a .cs file where I can link all my definitions here.</p>

21277933

WP8 define multiple preprocessor values

<p>I would like to be able to package my nuget files with a conditional compilation symbol (<code>NUGET</code> or similar) so that I can use a preprocessor directive specifically for my nuget build.</p>

<p>eg</p>

```
<pre><code>#if NUGET
    [Obsolete("use v2.IMyContract", true)]
#endif
</code></pre>
```

<p>Is there some way I can pass this into the <code>nuget pack MyProject.csproj</code> command?</p>

<h3>Why</h3>

<p>I have an assembly which contains contracts for a plugin, there are multiple versions of these contracts (.vX. namespaces within the assembly) which need to be built and referenced by the actual implementation for backwards compatibility.</p>

<p>I would like to be able to distribute these contracts with a breaking <code>[Obsolete (true)]</code> attribute to force consumers to use the latest version of the contracts when they upgrade their nuget package. However internally I still need to use these objects to maintain my backwards compatibility.</p>

21298012

Nuget Pack conditional compilation symbol

<p>This is a noob question . </p>

<p>Basically I have <code>.h</code> & <code>.cpp</code> file I need to introduce conditional compilation via <code>#ifdef</code> into it. Both the <code>.h</code> and <code>.cpp</code> contain 10 functions. I need to do conditional compilation for only 2 of them. Hence I was going to wrap the 2 in the <code>.h</code> file within <code>#ifdef</code>'s </p>

<p>Question 1: Do I need to again wrap the function implementation in C++ files as well? I guess not, right? I want to be sure. </p>

<p>Question 2: I have an array of function pointers of these 10 functions. Should I wrap <code>#ifdef</code> inside this array for the 2 functions as well?</p>

21323234

#ifdefs in .cpp and .h files

I am writing a code to use postgres database. This code already using oracle specific functions and I added some function to access the postgres tables. It is required to make build that will use only postgres functionality and no need of oracle line of code and hence no need of ODAC. </p>

<blockquote>

<p>http://www.oracle.com/technetwork/topics/dotnet/utilsoft-086879.html</p>

</blockquote>

There are options like adding conditional compilation for c# so not to execute the oracle specific code for postgres. Doing so will not add the ODAC based code part in the compiled dlls and hence no need of ODAC but is this the only way. As i said there are lot of projects in the Application and doing conditional compilation will create a lot of extra code. </p>

Or what could be other alternatives to avoid the ODAC licensing. </p>

Thanks,</p>

```
<pre><code>function GetData()
{
    if(Postgres flag){
// code for using OracleClientFactory and initlizing the oraclecommand

    }
    else if(Oracle flag)
    {
        // code for using postgres and initlizing the its command object
    }

}
// code to assign query to command object and execute the query
// return the resluts

catch (){}
finally{//dispoing the objects}
</code></pre>
```

<p></p>

I am programming in C using CodeBlocks in Windows with the MingGW compiler that comes bundled with the most recent version. I am trying to get some compiler directives to work to demonstrate conditional compilation.

Below is my code. However, it would seem code blocks or MinGW does not like the #elif parts. If I set my defined macro value DEBUG_MODE to either 3 or 2 neither of the #elif structures appear to work.

Also, codeblocks is greying out the code that falls inside both #elif structures. Have I miscomprehended something about these compiler directives, or is it that not all versions of C support #elif? I know I can solve it just by nesting #if and #else structures, but I'd like to know if #elif should work this way. Code below.

Ok so initially I made a schoolboy error and got my conditional logic around the wrong way. I have fixed it now but for the sake of completeness here it is.

Amended code below Codeblocks now behaves as I expect, mostly. The code colouring is off but functionally as I would expect.

```
#include <stdio.h>
#include <stdlib.h>
#define DEBUG_MODE 3

char * trace;
char * traceDesc;

int main()
{
    trace = "main method normal start";
    traceDesc = "Main method runs the body of the program to demonstrate compiler
directives #if and #elif ";
    #if DEBUG_MODE <= 3
        printf("Program Begun!\n");
    #elif DEBUG_MODE <= 2
        printf("trace message %s :", trace);
    #elif DEBUG_MODE <= 1
        printf("Description message %s :", traceDesc);
    #endif

    return 0;
}
```

<p>We have a program we use internally to test and validate an industrial control product we sell. We'd like to be able to offer a scaled-down or lightweight version of this to certain customers.</p>

<p>Our program is written in using C# and WPF (thus XAML). Having sections of C# code that only build for use in our factory is easily done using conditional compile features, e.g.,</p>

```
<pre><code>#if FACTORY
    // our in-house code . . .
    ...
    ...
#endif
</code></pre>
```

<p>But how can we accomplish something similar for the XAML portion of our program?</p>

<p>Note: *There's a Stack Overflow question on this topic where someone posted a terse answer with a link but the link doesn't seem to be related to the question. So don't count this as a duplicate based on that because that doesn't answer the question.</p>
XAML Conditional Compilation</p>

21638054

"Conditional Compile" in XAML?

<p>So, im pretty new to this here, but heres the issue I cannot seem to get past.
writing a section of code in batch to launch a program, and simulate a single keypress. here is
that code block in question</p>

```
<pre><code>@echo off
```

```
set SendKeys=CScript //nologo //E:JScript "%~F0"  
ping -n 5 -w 1 127.0.0.1  
start .\cc6.exe  
%SendKeys% "{ENTER}"
```

```
// JScript section
```

```
var WshShell = WScript.CreateObject("WScript.Shell");  
WshShell.SendKeys(WScript.Arguments(0));  
</code></pre>
```

<p>code returns "Conditional Compilation is off" error.
Searching for a solution tells me that adding </p>

```
<pre><code>/*@cc_on @*/  
</code></pre>
```

<p>to the code should resolve the situation and turn conditional compilation on.
however adding that segment in results in " '/*@cc_on'is not recognized as an internal or
external command, operable program or batch file." error. </p>

21693233

Conditional Compilation turned off

I am using Delphi XE2 and I have a program that can be compiled as Win32 EXE or ISAPI DLL. That works fine.

However my problem is how to conditionally compile.

```
<code>{$include MyConditionals.Inc}
```

```
{$ifdef ISAPISERVER}
```

```
library
```

```
{$else}
```

```
program
```

```
{$endif}
```

```
  MyProgram;
```

```
</code></pre>
```

That works, but the FILE extension is getting wrong. It generates an EXE extension always. I need that when selected the library condition to have the DLL extension generated.

How can easily change the condition and have the right extension?

21700274

How to use Delphi conditional compilation to gene

<h2>Desired behaviour (the question)</h2>

<p>In a C# application, what I would like is this: </p>

<p>When the debugger is not attached: -</p>

Exception is thrown.

Exception is caught higher up in the stack.

Log error and continue.

<p>When the debugger is attached: -</p>

Exception is thrown.

Debugger breaks at the point where the exception is thrown.

<p>To illustrate by way of an example, here is how it might work with a conditional catch
(I know that this is not supported in C#):</p>

<p>Note: while I am showing an example of the exception being thrown by my
code, it may be thrown by a 3rd party library.</p>

```
<pre><code>static void DoSomething()
{
    //This is where I would like the debugger to break execution and show the exception
    throw new Exception( "Something went wrong!" );
}

static public void DoSomeStep()
{
    try
    {
        DoSomething();
    }
    catch( Exception exception when System.Diagnostics.Debugger.IsAttached == false ) //If
the debugger is attached don't catch
    {
        Console.WriteLine( exception.Message ); //Do some processing on the exception
    }
}
```

<p>Is there a way to do conditional compilation in TypeScript using #if, #endif directives for example? I wish I was able to enable/disable tracing.</p>

21995504

Conditional compilation in TypeScript

<p>How can I write Agda code against multiple versions of the standard library?</p>

<p>For instance <code>Data.Maybe.IsJust</code> got renamed to <code>Data.Maybe.Is-just</code>. Similarly <code>Data.Fin.Props</code> is moving to <code>Data.Fin.Properties</code>. Unfortunately little work has been invested to retain backwards compatibility, so even targeting to adjacent releases has become difficult. Conventional options like running <code>cpp</code> as a preprocessor are inconvenient, because they break the emacs <code>agda2-mode</code>.</p>

22014198

Conditional compilation in Agda

<p>In iOS applications we use same code. I was able to refer the common classes and separate the application name, theme,color etc using the values from the Prefix.pch file. </p>

```
<pre><code>#define APPLICATION_NAME @"ABC"
#define APPLICATION_THEME @"RED"
#define SUPPORTS_ICLOUD 0
</code></pre>
```

<p>By using these macros defined my prefix file, in my program I can say</p>

```
<pre><code>#if SUPPORTS_ICLOUD = 0
```

```
-do this stuff-
</code></pre>
```

<p>I would like to follow the same approach in WP8. </p>

<p>I found that we can just set it in the <code>project properties in the menu Build-> Conditional compilation Symbols:</code>.</p>

<p>But i have around 50+ macros defined and its hard to add it in <code>Build-> Conditional compilation Symbols</code> to add and delete it.</p>

<p>So What is the best approach that i can follow ?</p>

22094143

Macros in Prefix.pch file - equivalent in WP8

<p>I'm working in VS 2013 with a C# Xamarin iOS project. I would like to add a Conditional compilation symbol without effecting anyone else or having to go into Configuration Manager and say copying Debug (primarily so that if someone modifies Debug I don't miss the change). </p>

<p>I've read a few posts stating to try adding something like this to the csproj.user file ...</p>

```
<pre><code>&lt;PropertyGroup Condition=" '$(Configuration)|$(Platform)' ==  
'Debug|AnyCPU' "&gt;  
    &lt;DefineConstants&gt;$(DefineConstants);__MY_NEW_SYMBOL__&lt;  
/DefineConstants&gt;  
&lt;/PropertyGroup&gt;  
</code></pre>
```

<p>... but this just removes all the other symbols for the project.</p>

<p>Is there a way I can modify the csproj.user file to achieve this?</p>

22100433

Can Conditional compilation symbols be added to c

I got to know that to define a symbol visible in all files we can make an entry of `#define` in build of each project under `Conditional compilation symbols`. </p>

Procedure to manually add it :</p>

You can manually edit the .csproj file using Visual Studio's text editor.</p>

Right click on your project in Solution Explorer.

Select Unload Project

Right click on your (unloaded) project in Solution Explorer.

Select Edit MyProject.csproj

Find the DefineConstants elements and edit your defined symbols there directly. The settings for Debug and Release configurations are in separate PropertyGroup elements.

Right click on your (unloaded) project in Solution Explorer.

Select Reload Project

But i want to add all my `#define` in one file and ask the project to refer to that file, in iOS we can achieve this by using prefix.pch file. can i do it in that way here for `WP8`</p>

If yes how? if not apart from adding the `#define` to Conditional compilation symbols is there any other way that we can achieve this ?</p>

22111008

Using #define from file

<p>I have in my header <code>sample.h</code> this :</p>

```
<pre><code>#include <istream>
#ifdef SWIG
int a = 0;
#endif
</code></pre>
```

<p>And in my <code>sample.i</code> this :</p>

```
<pre><code>%module sample
%{
    #include "sample.h"

}%
#include "sample.h"
</code></pre>
```

<p>But, I don't see any difference between with and without the #ifdef SWIG...</p>

<p>Can you please let me know where and how I can find the difference, and what would it be??</p>

<p>Thank you a lot!</p>

22119641

#ifdef SWIG : When does this conditional compilati

<p>Now I have a problem, I want to load assembly dynamically depend on the platform(x86, ARM). I create a conditional compilation symbol _M_ARM to distinguish between x86 and ARM.</p>

<p>So I use System.Reflection.Assembly.LoadFrom(@"MP3/ARM/Mp3EncLib.dll"), but occur an exception that Assembly.LoadFrom is not support on Windows Phone. </p>

<p>So I use another method System.Reflection.Assembly.Load(@"MP3/ARM/Mp3EncLib.dll"), but it throw an exception which is </p>

<blockquote>

<p>Additional information: Could not load file or assembly 'MP3/ARM/Mp3EncLib.dll, Culture=neutral, PublicKeyToken=null' or one of its dependencies. The given assembly name or codebase was invalid</p>

</blockquote>

```
<pre><code>private void Application_Launching(object sender, LaunchingEventArgs e)
{
    #if _M_ARM
        System.Reflection.Assembly.Load(@"MP3/ARM/Mp3EncLib.dll");
    #else
        System.Reflection.Assembly.Load(@"MP3/X86/Mp3EncLib.dll");
    #endif
}
</code></pre>
```

<p>This is my solution

</p>

<p>Anybody know how to use the method. Or better way</p>

22296514

How to load assembly dynamically by Assembly.Lo:

<p>In Delphi, you can define symbols, just like in C/C++.</p>

<p>Delphi:</p>

```
<pre><code>{$DEFINE MY_SYMBOL}
</code></pre>
```

<p>C/C++:</p>

```
<pre><code>#define MY_SYMBOL
</code></pre>
```

<p>This allows you to check whether the symbol is defined by using <code>{\$IFDEF MY_SYMBOL}</code> in Delphi, or <code>#ifdef MY_SYMBOL</code> in C/C++.</p>

<p>This is a boolean value - either the symbol is defined during pre-processing or not. However, C/C++ also allows you to assign values to preprocessor symbols. E.g.:</p>

```
<pre><code>#ifdef DEBUG
#define DB_HOST "127.0.0.1"
#else
#define DB_HOST "123.456.789.123"
#endif
```

```
Database *pDatabase = new Database(DB_HOST);
</code></pre>
```

<p>Is assigning a value to a preprocessor symbol possible in Delphi, or does Delphi only allow you to determine whether or not a symbol has been defined at all?</p>

<p>EDIT: As Delphi doesn't support symbol values in the preprocessor, I'm assuming it doesn't support preprocessor macros. Am I right in this assumption?</p>

<p>For example, in C you can define a preprocessor macro that gets copied and pasted with the appropriate parameters before compilation. This is useful when you want "inline function" capability for fast operations (e.g., binary logic, testing in integer values, bit-shifting, etc) without the overhead of stack frames, parameter passing and the like.</p>

```
<pre><code>#define OK_FLAG 0x00000001
#define OK(f) (f & OK_FLAG)
```

I have the following code (IP addresses changed) in a Delphi 7 project.

```
const
{$IFDEF DEBUG}
    AUTHENTICATOR_DB_ADMIN_HOST = '123.456.789.12';
{$ELSE}
    AUTHENTICATOR_DB_ADMIN_HOST = '127.0.0.1';
{$ENDIF}
```

Under project options:

-

- In the "Directories/Conditionals" tab under the section marked "Conditionals", I have a single definition: "DEBUG".

- In the "Version Info" tab under the section marked "Module Attributes", I have ticked the checkbox labelled "Debug-build".

In the above code example, the "DEBUG" symbol is not defined, so the IP address is set to `123.456.789.12` instead of `127.0.0.1`. **What am I doing wrong?**

This question is following on from <http://stackoverflow.com/q/22339856/1420752> Does Delphi's conditional compilation allow the defined symbols to contain values?

22341063

Why is my {\$IFDEF DEBUG} conditional not working

In our project we use a lot of T4 code generation. We use an ORM called DataObjects.Net of X-Tensive. We have a bit a chicken-egg problem. We need to compile the classes of the ORM before we can use the assembly's metadata to generate code. Then when the code is generated we can compile the model again but now in combination with generated code (partial classes). Most of the custom code in the model classes can not be compiled without the generated code.

How we solved it is to have a separate configuration in VS2013 called 'Model'. In this configuration a 'Conditional compilation symbol' call 'JUSTMODEL' is present. All code that does not compile without the generated code is placed between `#if !JUSTMODEL` `#endif` compiler directives which causes this code not be compiled for the 'Model' configuration.

This is a bit tedious. We have created a little extensibility application that automates this proces but it more and more becomes pretty time consuming to run the proces.

Now I was wondering if it is possible to get the metadata of the Model assembly without building the assembly via an extensibility API of some kind. I see lots of tools in Visual Studio that understand classes loaded in the editors and give me some feedback (like intellisense).

22425542

How to get metadata of classes without compiling 1

<p>I have WinCE app running running on the Compact Framework.</p>

<p>DAL is realized as IoC Services (still in Main EXE) using OpenNETCF.IOC library.
This layer handles with POJO classes. Database access established with Compact Framework version of ADO.NET provider. This version is deprecated and not supported.</p>

<p>Now we should have second application that will run on Windows Desktop using the Full Framework. I wish to share a Data Access Layer between these two applications.</p>

<p>As I mentioned there are 2 ways:</p>

Quick and dirty: share DAL C# source code between CF and FF. Both versions should use Some platform differences should be solved with conditional compilation directives
DAL code must be moved from CF app to new FF app (may be realized as WCF service). CF app now access database over client interface.

<p>Which way is recommended?</p>

22529340

Sharing DAL between full and compact framework

I have a code that needs to run fast and I am optimizing the heck out of the inner loop that is run several hundred trillion times.

In pursuit of this, I have been writing several different versions of the code in this inner loop, some using naive methods, some using SSE intrinsics, etc etc. I did all of this with the idea that when I run it on a particular hardware combination I could run a test, see which implementation / compiler commands combination worked best and run it.

At first when it was only two different methods I used a simple conditional compilation inside the loop as follows

```
<code>do
{
    #ifdef naive_loop
    //more code here
    #endif
    #ifdef partially_unrolled_loop
    //more code here
    #endif
}
while( runNumber < maxRun );
</code></pre>
```

Later as the number of variations and different things I tried grew, it turned into this:

```
<code>#ifdef naive_loop
void CalcRunner::loopFunction()
{
    //code goes here
}
#endif
#ifdef partially_unrolled_loop
void CalcRunner::loopFunction()
{
    //code goes here
}
#endif
#ifdef sse_intrinsics
void CalcRunner::loopFunction()
{
    //code goes here
,
```

I often declare some constants to conditionally compile/not compile chunks of code. I put these constants on one class, then I use them all along the (big) app code.

Conf.java

```
public static final int GUI_ACTIONBAR_HEIGHT=0;
```

elsewhere (example):

```
super.onCreate(savedInstanceState, Conf.GUI_ACTIONBAR_HEIGHT==0?R.layout.activity_funq_play_noactionbar:R.layout.activity_funq_play, true);
```

However, this triggers a warning "comparing identical expressions" in the case shown. It's obviously something I can live with, but I'd like to know if there's any `SupressWarning` magic to get rid of it (and the yellow warning icon in the sourcecode).

```
@SupressWarnings ("unused")
```

doesn't do the trick.

22565960

supress warnings: dead code and conditional comp

<p>This is strictly for debugging purposes of an ASP.NET Web Role when running locally. I have an MVC 5 ASP.NET app that returns a link from one of the Controller methods. The link requests a specific item from a database. For example:</p>

<p>(link without http protocol prefix so SO doesn't complain)</p>

```
<pre><code>*localhost/Customers/GetCustomer/3*
</code></pre>
```

<p>This gets customer # from the database. The problem is the link is not valid when I am running IIS Express when designing the Web Role on my local machine, before it is published to the server. Since IIS Express listens on a specific port, the link needs the port number to be usable by the local web site calling the Web Role method. It should be:</p>

```
<pre><code>*localhost:3876/Customers/GetCustomer/3*
</code></pre>
```

<p>Is there any way to determine that port from my ASP.NET Controller that servers up the link? Something from the Controller Request property perhaps? Otherwise I'll be stuck with a conditional compilation symbol and I'd like to avoid that because then I have worry about setting that back to the production value before publishing.</p>

22738635

Get the port the request to a locally run ASP.NET a

<p>In classic C, I may have a library at version 1.0, which defines a constant in its <code>.h</code> file like:</p>

```
<pre><code> #define LIBRARY_API_VERSION_1_0
</code></pre>
```

<p>And I can do things like this in my application code:</p>

```
<pre><code>#include "LibraryApi.h"
// ...
int success;
#ifdef LIBRARY_API_VERSION_1_0
    int param = 42;
    success = UseThisMethodSignature(42);
#endif
#ifdef LIBRARY_API_VERSION_2_0
    float param = 42.0f;
    success = UseOtherMethodSignature(param);
#endif
</code></pre>
```

<p>Now I'm working in C#. So, apparently <code>#define</code>s are only scoped to the file they're defined in, so I looked into the solution described here of using a static class with constants. But, that solution requires the checking to happen at runtime, which introduces a number of problems:</p>

Potentially inefficient, if I'm running over the same code over and over again checking an extra conditional (though if it's a <code>const</code>, perhaps the compiler or .NET runtime is smart enough to avoid this?)

You can't do things that would throw compiler errors. In my above example, I've defined <code>param</code> twice with two different types. Also <code>UseOtherMethodSignature</code> may not exist as a function, which will not compile if both blocks are there only separated by <code>if</code>/<code>else</code>.

<p>So, what is the accepted solution for this type of problem? My scenario is that I have multiple versions of a web service API (with varying degrees of differences depending on what you're doing with it) and I want to be able to compile against either without commenting/uncommenting a bunch of code or some other equally silly manual process.</p>

I have two builds of my main executable: `standard` and `premium`. For simplicity of development they are built from a single solution in Visual Studio by changing a special `#define` variable.

Now I'm curious if it's possible to do the same with the WiX installer for this project?

I basically need to control the inclusion of only one of the following xml nodes:

1: For `standard` version MSI:

```
<code>&lt;Product Name='Foobar 1.0 - Standard'  
  Id='8E9CF27F-B92F-4CB3-BBA0-0AAE5376D5EB'  
  UpgradeCode='20A89269-D206-490D-9134-349594662619'  
  Language='1033'  
  Codepage='1252'  
  Version='1.0.0'  
  Manufacturer='Acme Ltd.'&gt;  
</code></pre>
```

and later:

```
<code>&lt;Component Id='MainExecutable' Guid='E1FE2BBE-C72D-4F27-A66D-  
78417F597D7A'&gt;  
  &lt;File Id='FoobarEXE' Name='FoobarAppStandard10.exe' DiskId='1'  
  Source='FoobarAppStandard10.exe' KeyPath='yes'&gt;  
</code></pre>
```

2: For `premium` version MSI:

```
<code>&lt;Product Name='Foobar 1.0 - Premium'  
  Id='8E9CF27F-B92F-4CB3-BBA0-0AAE5376D5EC'  
  UpgradeCode='20A89269-D206-490D-9134-34959466261A'  
  Language='1033'  
  Codepage='1252'  
  Version='1.0.0'  
  Manufacturer='Acme Ltd.'&gt;  
</code></pre>
```

and then:

```
<code>&lt;Component Id='MainExecutable' Guid='E1FE2BBE-C72D-4F27-A66D-  
78417F597D7A'&gt;
```

<p>I'm writing a parser for a simple language, and I'm having some weird trouble with flex. When I try to compile the source over here(http://pastebin.com/qu7N0H3q), I get an "Unrecognized rule" error for lines 50-52, but the weird thing is that they're comments(and should simply be skipped). Until adding the COMMENT conditional everything worked well, so I'm pretty sure that's what breaks everything (line 48 and lines 86-96). I've looked up the issue, couldn't find anything fitting my particular case, but I found that Unrecognized rule errors usually come up when there are syntax issues (might be the case, since I'm not 100% comfortable with how conditional compilation works for flex).</p>

<p>Can anyone please help me figure this out?</p>

22813606

Flex unrecognized rule

<p>My question is how to speed up a SQLite query working C#?
I am working with ADO.NET 2.0, visual studio 2010</p>

<p>I have read that a solution could be:
Disable SQLITE_ENABLE_OVERSIZE_CELL_CHECK flag
from
How can I speed up SQL queries using CSharp SQLite?</p>

<p>But I do not know how to do so, in my project properties form visual studio:
Project-> properties-> build-> Conditional Compilation symbols is empty.
¿is there other way to disable the flag?
¿is there other way to improve sqlite/c# performance?</p>

<p>I am using a complex query that has an imediate response in SQLiteManager, but it gets stuck (2 minutes) either using DataReader or DataSet. </p>

```
<pre><code>SQLiteCommand command ...  
var table = new DataTable();  
using (var r = command.ExecuteReader())  
table.Load(r);  
</code></pre>
```

<p>or</p>

```
<pre><code>SQLiteDataAdapter adapter ... ;  
DataSet solution = new DataSet();  
adapter.Fill(solution);  
</code></pre>
```

<p>The table I am consulting is around 20,000 rows, but the query result could return empty or a few rows.</p>

<p>EDITED:
It seems to be related with the number of records of the table and it doesn't make sense to me. But the same query with a small number of rows table has a good time however a table with more than 14,000 rows seems to wasting time somewhere (And not related with the number of wors that returns the query)</p>

<p>Thanks in advance</p>

<p>I'm in the process of trialling MS Application Insights on a Web Application deployed to Azure.</p>

<p>One thing that doesn't seem to be available out of the box is segregation of stats/analytics by deployment environment.</p>

<p>Just wondering has anyone done this already and how they went about achieving it?</p>

<p>Here's what I was thinking.</p>

<p>Create 4 separate "Applications" within AI (each with their own App Name & Component Id)</p>

<p>Add a single ApplicationInsights.config to the Web Application Project</p>

<p>Manually Add App.Config Transforms to the application to replace the ComponentName & ComponentId at build time based on the Configuration (QA, UAT or Prod)</p>

<p>Add Conditional Compilation Symbols to the Web Application Build Configurations (QA, UAT, PROD)</p>

<p>Add "#if QA" pre-processor directives to the razor _layout view to swap in the correct ComponentId into the javascript snippet at build time.</p>

<p>Thoughts?</p>

22958965

VS Application Insights for a Web App deployed to

<p>We have one master project that creates a single DLL with FEATURE_1, FEATURE_2 and FEATURE_3 as three conditional compilation symbols that enable those respective features.
</p>

<blockquote>
<p>MyLib.dll => has FEATURE_1, FEATURE_2 and FEATURE_3 compiled in</p>
</blockquote>

<p>We now wish to have the same master project spit out 3 different DLLs as follows:</p>

<pre><code>MyLib.1.dll => has only FEATURE_1 compiled in
MyLib.2.dll => has only FEATURE_2 compiled in
MyLib.3.dll => has only FEATURE_3 compiled in
</code></pre>

<p>At present we build within VS2013 and those compile constants are defined inside the
<code>.csproj</code> file (within the <code><DefineConstants> <
/DefineConstants></code> tags), which hard-codes them. </p>

<p>Is it possible to pass them via a command line so we can still maintain one master csproj
but build the 3 different flavors in the RELEASE configuration just by changing the command
line (eg: gcc's <code>-D<buildFlag></code> style) ? The solution has other projects and
they're designed to work with the RELEASE configuration. I'm also open to any other
technique that is easy to use and maintain.</p>

<p>We're really trying to avoid creating pseudo-projects or affecting other projects in the
solution (21 projects in the solution) - seems like an overkill/hackish for something very
simple.</p>

23000291

Single Visual Studio C# project, multiple DLLs versic

<p>I'm trying access a SQLite database from my Windows Phone 8 app but am encountering the following error whenever SQLite code is hit:</p>

```
<pre><code>{System.IO.FileNotFoundException: The specified module could not be found.
(Exception from HRESULT: 0x8007007E)
  at System.StubHelpers.StubHelpers.GetWinRTFactoryObject(IntPtr pCPCMD)
  at SQLite.SQLite3.sqlite3_open_v2(String filename, Database& db, Int32 flags, String
zVfs)
  at SQLite.SQLite3.Open(String filename, Database& db, Int32 flags, IntPtr zVfs)
  at SQLite.SQLiteConnection..ctor(String databasePath, SQLiteOpenFlags openFlags, Boolean
storeDateTimeAsTicks)
  at TopoMap.Map.MapTileServer.&lt;Initialise&gt;d__0.MoveNext()
}</code></pre>
```

- I've installed the Visual Studio extension SQLite for Windows Phone (v3.8.4.3).
- I've installed the sqlite-net-wp8 NuGet package (v3.8.4.3).
- I've added SQLite.cs and SQLiteAsync.cs to my project.
- I've added the USE_WP8_NATIVE_SQLITE conditional compilation symbol to my project.

<p>The project runs fine with no issues until a line of code is hit that accesses the underlying Sqlite3 class.</p>

<p>Any ideas what the issue might be?</p>

23195044

WP8 SQLite error: The specified module could not l

The code below compiles in VS 2012 but not in VS 2013

```
std::ofstream stm;  
if(stm != NULL)  
{  
}
```

In VS 2013 you get this compilation error:

binary '!=' no operator found which takes a left-hand operand of type 'std::ofstream' (or there is no acceptable conversion)

I looked at the headers and in `<iostream>` and I found the following:

VS2012

```
ios_base::operator void *() const;
```

VS2013

`operator void *() const` has been removed and the operator `bool` with `explicit` was added instead:

```
ios_base::explicit operator bool() const;
```

Now my questions:

- I couldn't find any information about this change in the internet. Do you know if there is an official article about this change anywhere?
- I have legacy code where `if(stm != NULL)` is used a lot. For unrelated reasons it's preferable not to change the code. Is there a way to make it compile in VS 2013 without changing it? I couldn't find any conditional compilation directives that could restore operator `void*` or remove `explicit` from operator `bool()`.

<p>Suppose we have an existing code as;</p>

```
<pre><code>namespace Company.Product1
{
    class Class1
    {

    }
}
</code></pre>
```

<p>Now we need to change the namespace based on conditional symbol so that it becomes;
</p>

```
<pre><code>#if PRODUCT1
namespace Company.Product1
#else
namespace Company.Product2
#endif
{
    class Class1
    {

    }
}
</code></pre>
```

<p>Since we have hundreds of classes, it will take a lot of time doing manually. Is there any simple way? Or how can I do this using regex?</p>

<p>Any help will be appreciated.</p>

23245659

Change namespace with conditional compilation at

<p>I want to be able to write small scripts to analyze the macros, prototypes, etc., that are effectively included on the platform I am compiling on when I #include the official C header files associated with large external libraries in my C programs. (Assume I am compiling with gcc. Answers for other compilers are of interest too.)</p>

<p>Serious obstacles to this are recursive includes, conditional compilation directives, and the interactions between the two. So I seek a tool that will recursively find the text effectively included by processing these directives, producing a single header file, the inclusion of which is equivalent to the inclusion of the official ones for the current platform only.</p>

<p>(It would be very nice if in addition to supplying the conditionally relevant macros and C declarations, that comments were preserved, and #line directives inserted from time-to-time so as to indicate the origin of various parts of the output. But all of this is less than vital.)</p>

<p>I don't insist upon recursive output from non-top-level #includes, though to work properly, the tool will clearly have to recursively visit #included files inside the headers it is asked to pursue. So the tool could leave those lower level #include directives in its output, rather than recursively interpolating their recursively processed bodies.</p>

<p>Is there a tool out there that specializes header files in this fashion?</p>

23378200

Automatically specialize C header files to the current platform

I use some COM libraries in my code. They are depending by the target platform (x86\x64). So I need build my project separately x86 and x64 too. Every time when I switch the target platform (x86\x64) in my project settings, I add or remove manually the "PLATFORM_X86" value also into the "Conditional Compilation Symbols" (the "Build" tab).

```
<pre><code>#if PLATFORM_X86
    customTableStyle.SetTextStyleId(cellStyle_1,
        textStyleId.OldIdPtr.ToInt32());
#else
    customTableStyle.SetTextStyleId(cellStyle_1,
        textStyleId.OldIdPtr.ToInt64());
#endif // #if PLATFORM_X86
</code></pre>
```

Can I solve it more "clear", without add\remove the "PLATFORM_X86" manually every time? Are exist the "built-in" symbol which are pointing the current platform? If "yes" what its name?

23382015

Are exist the built-in Conditional Compilation Symb

I have .NET Windows Forms application that has gotten so popular (just kidding) that now I need to make 3 more pretty much *exactly* like it, with the exception of the icon, some titles and handful of labels.

I've got everything in place using code like:

```
<pre><code>#if CCA
    myLabel.Text = "Version A";
#endif
#if CCB
    myLabel.Text = "Version B";
#endif
...etc...
</code></pre>
```

I've set up a Visual Studio project/solution "configuration" for each of my conditional compilation symbols (e.g. CCA, CCB, etc.), and also I have some #if .. #endif blocks in my AssemblyInfo.cs file to handle the Assembly Titles, etc. When I need to build I just change configurations, update my icon (I've not figured a way to make the icon conditional), and rebuild. The advantage here is that I have a single code base and if I need to make changes I only need to make them one time.

I am pretty happy with the solution, but since I just sort of hacked it together myself after seeing conditional compilation used in the NLog source code a couple weeks back I wanted to double check with the group mind here to learn:

Is what I'm doing an accepted way of accomplishing this?
Is there a better way?
Any downside?

Thanks!

I was working on getting Log4D working in Delphi XE4, and was getting some compile errors because it couldn't find Contnrs in the uses clause, unless I moved it outside the ifdef it was defined in.

```
<code>{$IFDEF DELPHI5_UP}
  Contnrs,
{$ENDIF}
</code>
```

A little bit of investigating uncovered that the ifdef is defined in an included file Defines.inc which has a block for each "supported" version of delphi which stops a few versions back:

eg:

```
<code>{$IFDEF VER170} { Delphi 2005 }
{$DEFINE DELPHI9}
{$DEFINE DELPHI4_UP}
{$DEFINE DELPHI5_UP}
{$DEFINE DELPHI6_UP}
{$DEFINE DELPHI7_UP}
{$ENDIF}
```

```
{ $IFDEF VER180 } { Delphi 2006 }
{$DEFINE DELPHI10}
{$DEFINE DELPHI4_UP}
{$DEFINE DELPHI5_UP}
{$DEFINE DELPHI6_UP}
{$DEFINE DELPHI7_UP}
</code>
```

So while it would be easy enough to go ahead and copy and paste the ifdef for Delphi 2006 and create a Delphi XE4 block... this seems like an inelegant solution. It's definitely not future proof...every new version you have to go update this file now so some code that wasn't present in Delphi 4 doesn't make someone else's 15+ year old legacy code explode.

So I was wondering if there's a better way to do conditional compilation such that it really does just check whether you have "Delphi 5 or above" when compiling that line, rather than this format that requires updating every single new version of delphi that comes out.

Based on this link http://docwiki.embarcadero.com/RADStudio/XE6/en/Conditional_compilation_%28Delphi%29#Predefined_Conditionals Conditional compilation (Delphi) CPUARM conditional if should be false for Simulator and true for device, the problem is it's not working for me. I am using Delphi XE6, iOS Simulator 7.1

This is my code

```
{IFDEF CPUARM}
s := 'iOS device';
{$ELSE}
s := 'iOS Simulator';
{$ENDIF}
```

p.s iOS Simulator is running in a VMWare virtual machine.

23803023

How to check if the app is running on iOS device or

I have some helper methods marked with `[Conditional("XXX")]`. The intent is to make the methods conditionally compile when only the XXX conditional compilation symbol is present. We're using this for debugging and tracing functionality and it works quite well.

During my research on how the conditional compilation works, I found several sources stating methods tagged with the `Conditional` attribute will be placed in the IL but calls to the methods will not be executed.

How does code get compiled into IL but not executed? How can I verify the behavior is actually as described? I haven't done much with IL so my skills are little weak in this area.

23830822

How does the Conditional attribute work?

<p>I have two files, production_constants.go and local_constants.go in the same package.
</p>

<p>At the top of each I have:</p>

```
<pre><code>// +build production
```

```
package receivers  
</code></pre>
```

<p>and </p>

```
<pre><code>// +build local
```

```
package receivers  
</code></pre>
```

<p>When I compile with either tag ("go install -tags local", for example) The same constants are used for either tag (ie the compile tags aren't respected). If I remove the build headers, weirdly everything still compiles and the same constants are used. Only when I remove all of the space above the package declaration ("package receivers") do I receive the "_ redeclared in this block".</p>

<p>I'm confused as I think I've done exactly what the documentation has indicated for a conditionally built package. Am I missing something obvious here?</p>

23968248

go conditional compilation problem

The Current Setup: Silverlight client consuming regular WCF services using RIA classes and generated service references.

The Goal: Replace the service references and RIA classes with [channel factories](http://msdn.microsoft.com/en-us/library/bb885132%28v=vs.110%29.aspx) and a [Portable Class Library \(PCL\)](http://msdn.microsoft.com/en-us/library/vstudio/gg597391%28v=vs.110%29.aspx). (XY goal: get rid of generated code.)

The Approach So Far:

The first part of this -- using channel factories -- is straightforward, and well documented. Basically, the WCF service remains as-is, with the caveat that the `ServiceContract` has to be defined on an interface. Then on the client you create a `ChannelFactory<IMyService>`, supply the service URL, and the proxy is created like magic (no need for a service reference).

There is a wrinkle with Silverlight, namely that you have to use conditional compilation to define asynchronous operation contracts. (This will be important in a moment when I try to move the operation contract to the PCL.) Thus the service contract will look something like this:

```
<code>[ServiceContract]
public interface IMyService
{
    #if SILVERLIGHT
        [OperationContract(AsyncPattern = true)]
        IAsyncResult BeginGetAString(AsyncCallback callback, object state);
        string EndGetAString(IAsyncResult result);
    #else
        [OperationContract]
        string GetAString();
    #endif
}
</code></pre>
```

Note that it is (apparently) necessary to exclude the synchronous operation from the Silverlight compilation, as above. Otherwise, the call to `ChannelFactory.CreateChannel` complains:

<blockquote>

<p>I am receiving libraries with include files, where version is described like below:</p>

```
<pre><code>#define MSIF_DMx_LIBVER          {'1','5'}          //LIB version
</code></pre>
```

<p>Problem is that I want to make conditional compilation based on the lib version. For example there are more enums in version 1.5 than 1.4, which I would like to use.</p>

<p>When I tried with:</p>

```
<pre><code>#if (MSIF_DMx_LIBVER == {'1','5'})
</code></pre>
```

<p>Compilation failed with following error message:</p>

```
<pre><code>error: token "{" is not valid in preprocessor expressions
</code></pre>
```

<p>Is it possible to make some preprocessor condition on that case? I don't want to modify every header file I get from 3rd party.</p>

24118858

Preprocessor #define LIBVER {'1','5'} check

<p>In Delphi XE2, I have a unit MyUnit.pas which is used by two different projects ProjectA and ProjectB.
MyUnit contains a statement <code>DoSomething;</code> (which is a procedure implemented in an other unit OtherUnit.pas).
Now I want to use Conditional Compilation to include <code>DoSomething</code> only in ProjectA compilation and not in ProjectB compilation, so to avoid ProjectB including/compiling OtherUnit.pas indirectly.

This MUST be Conditional Compilation, as a simple <code>if/else</code> statement obviously does not work for this purpose.

How can this be achieved?</p>

24127491

Conditional Compilation in common unit dependin

<p>I am stuck in a situation where I have an MSBuild script that needs to read the conditional compilation symbols set in project's build property. I have the following code in my MSBuild script file</p>

```
<pre><code> &lt;PropertyGroup&gt;
  &lt;DefineConstants&gt;$(DefineConstants);INTER&lt;/DefineConstants&gt;
&lt;/PropertyGroup&gt;
```

```

&lt;Target Name="Compile"&gt;
  &lt;Message Text="$(DefineConstants)"/&gt;
  &lt;MSBuild Projects="CustomAssembly\Info.csproj" Targets="Rebuild" Properties="
DefineConstants=$(DefineConstants)" /&gt;
  &lt;/Target&gt;
</code></pre>
```

<p>I was assuming that the \$(DefineConstants); will contain the value of conditional compilation symbols that are set and I can just append anything after those values like in this case INTER but somehow the values set in the project properties are not getting passed here. Can anyone please help in what am I missing?</p>

24157714

How to append conditional compilation symbols in

In answering [this earlier question](http://stackoverflow.com/questions/24181992/round-up-a-cgfloat-in-swift/24182426#comment37329332_24182426) about getting a use of `ceil()` on a `CGFloat` to compile for all architectures, I suggested a solution along these lines:

```
var x = CGFloat(0.5)

var result: CGFloat

#if arch(x86_64) || arch(arm64)
    result = ceil(x)
#else
    result = ceilf(x)
#endif

// use result
```

(Background info for those already confused: `CGFloat` is a "float" type for 32-bit architecture, "double" for 64-bit architecture (i.e. the compilation target), which is why just using either of `ceil()` or `ceilf()` on it won't always compile, depending on the target architecture. And note that you don't seem to be able to use `CGFloat_IS_DOUBLE` for conditional compilation, only the architecture flags...)

Now, that's attracted some debate in the comments about fixing things at compile time versus run time, and so forth. My answer was accepted too fast to attract what might be some good debate about this, I think.

So, my new question: is the above a safe, and sensible thing to do, if you want your iOS and OS X code to run on 32- and 64-bit devices? And if it *is* sane and sensible, is there still a better (at least as efficient, not as "icky") solution?

24184810

Should conditional compilation be used to cope with

I have been using 0.10 and recently setup a build of nightly to experiment with Box and friends.

Now I have code for 0.10 using `~str` and code for pre0.11 using `String` because of `to_owned` being obsolete. I thought I could do this:

```
#[cfg(rust_version = "0.10")]
fn my_old_func() -> Option<~str> {
}
```

```
#[cfg(not(rust_version = "0.10"))]
fn my_old_func() -> Option<String> {
}
```

And pass `--cfg rust_version:0.11` during compilation. But the compiler still chokes on the now removed `~` operator. Is there a way to have code that works under both 0.10 and the as yet unreleased 0.11 using conditional compilation or some other mechanism?

I guess I could fall back to using `cpp` and `#ifdef` but that seems like stepping out of the Rust mindset.

24297154

Conditional compilation in Rust?

<p>How do I check the iOS deployment target in a Swift conditional compilation statement?
</p>

<p>I've tried the following:</p>

```
<pre><code>#if __IPHONE_OS_VERSION_MIN_REQUIRED &lt; __IPHONE_8_0
    // some code here
#else
    // other code here
#endif
</code></pre>
```

<p>But, the first expression causes the compile error:</p>

```
<pre><code>Expected '&amp;&amp;' or '|' expression
</code></pre>
```

24369272

Swift: iOS Deployment Target Command Line Flag

<p>I'm wondering if something like this is possible</p>

```
<pre><code>fn main() {
    #[cfg(foo)] {
        println!("using foo config");
    }

}
</code></pre>
```

<p>The context is some code that cannot adequately be tested with just unit tests. So I'll often have to run a "demo" cfg which displays information. I'm looking for alternatives to manually commenting in/out some portions of code.</p>

24396293

Conditional compilation of code block inside functi

<p>According to Apple engineer Elizabeth Reid "shimming" is when you use conditional compilation to reuse code between iOS and OS X. For example:</p>

```
<pre><code>#if TARGET_OS_IPHONE
#import UIKit;
#define BaseView UIView
#else
#import AppKit;
#define BaseView NSView
#endif

@interface MyView : BaseView

@end
</code></pre>
```

<p>In the WWDC 2014 session Sharing code between iOS and OS X she also states: </p>

<blockquote>
<p>If you literally translate how you would shim with Objective-C, this will not compile in Swift.</p>

<p>There are ways to shim your code in Swift.</p>

<p>But it gets more complicated than your basic conditional compilation that we can use in Objective-C.</p>
</blockquote>

<p>So, which are the ways to "shim your code" in Swift?</p>

I was doing a solution for [this question](https://stackoverflow.com/q/24498594) with respect to underlying hardware and platform.

Due Delphi's code generator specifics, it produces 80x87 instructions for IA32 platform and SSE instructions for AMD64 platform, thus having generic `Real` type defined as `Extended` or `Double` depending on the target.

The algorithm specifics requires some attention to be paid to the base type, because [machine epsilon](https://en.wikipedia.org/wiki/Machine_epsilon) differs for `Double` and `Extended` types. The only thing I figured out is branching on the size of function argument:

```
<code>type
  Real = Extended{| Double | Single};

function SqrtHeron(a: Real): Real;
var
  x0: Real;
  x1: Real;
const
  FuzzFactor = 1000;
  { $IF SizeOf(a) = SizeOf(Extended) }
  Epsilon = 1E-19 * FuzzFactor;
  { $ELSE } { $IF SizeOf(a) = SizeOf(Double) }
  Epsilon = 1E-15 * FuzzFactor;
  { $ELSE } { $IF SizeOf(a) = SizeOf(Single) }
  Epsilon = 1E-7 * FuzzFactor;
  { $IFEND } { $IFEND } { $IFEND }
var
  n: Integer;
begin
  { ... }
</code></pre>
```

How can I implement this branching in the better way? And I definitely want to avoid deceptively pretending `Double` machine epsilon for `Extended` machine epsilon (citing a clumsy patch to `Math.pas`):

```
<code>const
  FuzzFactor = 1000;
  SingleResolution = 1E-7 * FuzzFactor;
  DoubleResolution = 1E-15 * FuzzFactor;
```

<p>After reviewing "

<p>Where can you define symbols based on the selected build configuration for an ASP.NET application?</p>

24519737

Define Conditional Compilation Symbols in Visual S

<p>recently i have been searching on what should i use to build an application in C++ with GUI and found wxWidgets and QT were mostly used lately , but ive read that QT has the chance to dominate in the near future thus it was preferred by many i have never used it but i was wondering why is it becoming so popular. however, i don't know if it can meet my requirements.</p>

<p>The goal is to make sure we have software that runs on both Windows and Linux without complicated configuration (like installing MinGW just to run my application), and compiles on both without any conditional compilation. i have to stick with the "no conditional compilation" rule; </p>

<p>i want to know if CMake can take care of all that whether i used wxWidgets or QT.</p>

24532467

Need to build GUI with no conditional compilation

<p>Say I have two files A.hpp and B.hpp</p>

<p>A.hpp:</p>

```
<pre><code>#ifndef DEF_A
#define DEF_A

class A{
    /*implementation of class A*/
    /*some part of it needs B*/
    #ifdef DEF_B
        void method(B b){/*do something with B*/}
    #endif
}
#endif
</code></pre>
```

<p>B.hpp:</p>

```
<pre><code>#ifndef DEF_B
#define DEF_B

class B{
    /*implementation of class B*/
    /*some part of it needs A*/
    #ifdef DEF_A
        void method(A a){/*do something with A*/}
    #endif
}
#endif
</code></pre>
```

<p>I don't want to include A.hpp in B.hpp (or vice-versa) because then every time I need A.hpp I will need B.hpp (or vice-versa).</p>

<p>But when in the main file I write :</p>

<p>main.cpp</p>

```
<pre><code>#include "A.hpp"
#include "B.hpp"
```

<p>I'm running Delphi XE4 on a Windows 7 machine. I'd like to have one code base that can recognize whether to use CSIDL or KNOWFOLDERID.</p>

<p>Is there a way to use {\$IFDEF XXXXXX} to conditionally compile different files in the uses section and to call different functions based on Windows XP or lower?</p>

24597650

How to do Conditional Compilation for CSIDL or KN

<p>I'm new to xamarin and the MvvmCross framework. I'm currently creating a multi platform application for android, windows phone and iOS. Im currently having a problem finding out what platform the app is running on.</p>

<p>What i want to do is to hava an if statement in the app.cs file. I want to check if this is an iOS application then do stuff, else do this. But I haven't found any good way to do this, and im not even sure it can be done in this file</p>

<p>Here is my code so far:</p>

```
<pre><code>using Cirrious.CrossCore;
using Cirrious.CrossCore.IoC;
using Cirrious.MvvmCross.ViewModels;
using tax.Mobile.Core.Interfaces;
using tax.Mobile.Core.Logic;strong text
namespace tax.Mobile.Core
{
    public partial class App : MvxApplication
    {
        public override void Initialize()
        {
            CreatableTypes()
                .EndingWith("Service")
                .AsInterfaces()
                .RegisterAsLazySingleton();

            #if (__IOS__)
                RegisterAppStart<ViewModels.FirstViewModel>();
            #else
                RegisterAppStart<ViewModels.SearchViewModel>();
            #endif
            Mvx.RegisterType<IWebService, MockWebService>();
        }
    }
}</code></pre>
```

<p>Thanks!</p>

<p>Is the POCO multiprocessing library a wrapper around POSIX fork() and Windows' CreateProcess? </p>

<p>Considering I only have to use multiprocessing, is it worth using POCO? Does it have a modular structure that allows to pick bits and pieces individually? </p>

<p>Is it better to just use the platform specific libraries with conditional compilation? </p>

<p>Is there any other choice?</p>

24738281

Is POCO multiprocessing library a wrapper?

<p>I have a WCF service interface in a portable class library referenced by both silverlight and service implementer. It is like this:</p>

```
<pre><code>#if SILVERLIGHT
[ServiceContract]
public interface IService
{
    [OperationContract(AsyncPattern = true)]
    IAsyncResult BeginTest(AsyncCallback cb, object state);
    void EndTest(IAsyncResult ar);
}
#else
[ServiceContract]
public interface IService
{
    [OperationContract]
    void Test();
}
#endif
</code></pre>
```

<p>now I referenced it from SL and got a compilation error which shows that the contract is sync version and not supported by SL. I think the reason is that there is no SILVERLIGHT defined in the portable library. But I don't want to define one because it is referenced by another non-silverlight libraries. Is there any way to let compiler automatic select right version to compile according to the category of the referrer project without modifying the portable library? </p>

24848771

.net conditional compilation according to referrer a

<p>My grid is defined as follows:</p>

```
<pre><code> @(Html.Kendo().Grid<DataModels.Picking.
PickingAssignmentItemViewModel>()
    .Name(@UserInterface.Resources.GridRes.GridChild)
    ....
    ....
</code></pre>
```

<p>When I try run in IE I get a conditional compilation error pointing at the name part in JQuery..(version number) on this line</p>

```
<pre><code>$.ui.plugin.add("resizable", @UserInterface.Resources.GridRes.Grid, {
</code></pre>
```

<p>Can anyone suggest a way of stopping the error happening? It's incredibly annoying while debugging.</p>

<p>I've read that I need to add @cc_on for these types of errors but the error I get appears in the dynamic version of this JQuery file so I'm unsure where to put it, and it doesn't like it in the actual view.</p>

<p>I'm using MVC Razor and JQuery</p>

25013942

Res file entry used for Kendo Grid Name causing co

<p>I know that I can do this in a *.h file:</p>

```
<pre><code>#ifdef _DEBUG
#pragma comment(lib, "libtiffd.lib")
#else
#pragma comment(lib, "libtiff.lib")
#endif
</code></pre>
```

<p>But I want a way that I can do something such as this:</p>

```
<pre><code>#ifdef V2.4.6
#ifdef _DEBUG
#pragma comment(lib, "opencv_calib3d246d.lib")
#else
#pragma comment(lib, "opencv_calib3d246.lib")
#endif
#else
#ifdef _DEBUG
#pragma comment(lib, "opencv_calib3d249d.lib")
#else
#pragma comment(lib, "opencv_calib3d249.lib")
#endif
#endif
</code></pre>
```

<p>and V2.4.6 be an environment variable. Can I do this?</p>

<p>I don't want to define V2.4.6 inside Visual Studio or code as it would be different on different systems.</p>

25184148

Can I define an environment variable and use it in c

<p>Suppose we have a Local class with :</p>

```
<pre><code>class Local {  
    static inline public var logLevel:Int = 3;  
}  
</code></pre>
```

<p>And some functions :</p>

```
<pre><code>Tool.debug(s:String) // compiled if logLevel &gt;= 0  
Tool.moreinfo(s:String)// compiled if logLevel &gt;= 1  
Tool.info(s:String) // compiled if logLevel &gt;= 2  
Tool.trace(s:String) // compiled if logLevel &gt;= 3  
Tool.warn(s:String) // compiled if logLevel &gt;= 4  
Tool.err(s:String) // compiled if logLevel &gt;= 5  
</code></pre>
```

<p>We can achieve this using -D and some #if in the code.</p>

<p>However that implies modifying the hxml file all the time. Even if it's just for one value, this isn't ideal for me as all my configuration sits in my Local class.</p>

<p>And if we test the value with simple if (), the code gets bigger with all the if and strings, even if it's never used (because the logLevel is meant as a 'constant').</p>

<p>Is it possible to use macros to overcome those two problems?</p>

25225149

Using Haxe macro for conditional compilation, inst

<p>I want Visual Studio to search for symbols / references in specified projects only. How can I achieve this?</p>

<p>In my solution I have two projects built from mostly the same files. Projects produce different outputs because of different target .NET framework versions and different conditional compilation symbols.</p>

<p>Now, when I invoke Find All References command, I get results for both projects. This basically duplicates each result. </p>

<p>I would like to get results for current project only, or at least for a one project only. I hope there is a way to narrow search area to the current project or there is a way to exclude some projects from the search area. </p>

<p>Is it possible to search for symbols in current project only? Is it possible to exclude projects from search area?</p>

<p>EDIT:</p>

<p>I use Visual Studio Professional 2013 Update 3.</p>

25226325

Exclude project from Find Symbols / Find All Refere

<p>How to solve the following problem with <code>make</code>?</p>

```
<pre><code>SRCS1 = a.c b,c
SRCS2 = d.c e.c
SRCS= $(SRCS1) $(SRCS2)
OBS1 = $(subst .c,.o,$(SRCS1))
OBS2 = $(subst .c,.o,$(SRCS2))
OBS = $(OBS1) $(OBS2)
include ../Makeconf
</code></pre>
```

<p>(which contains <code>CPPFLAGS=-Dfoo</code>) (the main Makefile is also in ../)
Now I want to compile <code>SRCS1</code> with <code>foo</code> defined and
<code>SRCS2</code> with <code>foo</code> not defined.
I tried</p>

```
<pre><code>ifneq (,$(findstring $(OBS2),$(OBS)))
CPPFLAGS += -Ufoo
endif
</code></pre>
```

<p>but that adds <code>-Ufoo</code> to all files when compiled. Any ideas?</p>

25228182

conditional compilation flags in make

```
<pre><code>CC=gcc -Wall
CFLAGS = -Wno-pointer-sign
LDFLAGS= -lipq
```

```
all: mtu rtu obj
```

```
mtu: flexiBitw_mtu
```

```
rtu: flexiBitw_rtu
```

```
flexiBitw_mtu: packetCapture.o mtu_decodePkt.o encrypt_decrypt.o sha1.o crypt.o
```

```
file_parse.o
```

```
$(CC) $(CFLAGS) packetCapture.o mtu_decodePkt.o encrypt_decrypt.o sha1.o crypt.o
```

```
file_parse.o -o flexiBitw_mtu $(LDFLAGS)
```

```
flexiBitw_rtu: packetCapture.o rtu_decodePkt.o encrypt_decrypt.o sha1.o crypt.o file_parse.
```

```
o
```

```
$(CC) $(CFLAGS) packetCapture.o rtu_decodePkt.o encrypt_decrypt.o sha1.o crypt.o
```

```
file_parse.o -o flexiBitw_rtu $(LDFLAGS)
```

```
obj:
```

```
rm -f *.o
```

```
packetCapture.o: packetCapture.c
```

```
$(CC) $(CFLAGS) -c packetCapture.c file_parse.c
```

```
mtu_decodePkt.o: mtu_decodePkt.c
```

```
$(CC) $(CFLAGS) -DCOMPILER_MTU -c mtu_decodePkt.c
```

```
rtu_decodePkt.o: mtu_decodePkt.c
```

```
$(CC) $(CFLAGS) -DCOMPILER_RTU -c mtu_decodePkt.c
```

```
encrypt_decrypt.o: encrypt_decrypt.c sha1.c crypt.c
```

```
$(CC) $(CFLAGS) -c encrypt_decrypt.c sha1.c crypt.c
```

```
clean:
```

```
rm -rf *.o flexiBitw_mtu
```

```
rm -rf *.o flexiBitw_rtu
```

```
</code></pre>
```

<p>it gives output as :</p>

```
<pre><code>gcc -Wall -Wno-pointer-sign -c packetCapture.c file_parse.c
```

```
gcc -Wall -Wno-pointer-sign -DCOMPILER_MTU -c mtu_decodePkt.c
```

```
gcc -Wall -Wno-pointer-sign -c encrypt_decrypt.c sha1.c crypt.c
```

<p>In Objective-C often environment variables like <code>DEBUG</code> are used for conditional compilation. Is there a way to do something similar in Swift?</p>

25831077

Access Environment Variables from Swift

<p>I have the following statement in my makefile for a conditional compilation </p>

```
<p><code>ifeq ($&lt;,bar)
    @echo dfjhdfhdfklhsdfhj
endif</code></p>
```

<p>The echo never executed and appeared as if it wasn't working correctly so I echoed the values of the if statement and got <code>ifeq (bar,bar)</code> so thus the correct statement is being put into the if statement but it never evaluates to true and always to false. Why is this happening? Using GNU make on RHEL 6.5</p>

25897492

if statement in make-file read correctly but not eva

<p>Is it possible to add conditional steps to your build to check for a custom Conditional Compilation Symbol and enable MVCBuildViews. I've found a way to do this based on the build configuration like so </p>

```
<pre><code>&lt;PropertyGroup Condition=" '$(Configuration)|$(Platform)' ==
'Release|AnyCPU' "&gt;
    &lt;MvcBuildViews&gt;true&lt;/MvcBuildViews&gt;
&lt;/PropertyGroup&gt;
</code></pre>
```

<p>but not sure how to access the compilation symbols instead.</p>

<p>The plan was to add a Symbol under Project Settings > Build > Conditional compilation symbols that controls MVCBuildViews</p>

25986863

Enabling MVCBuildViews based on Conditional Con

<p>I'm currently working on a project which has a lot of dependencies. It is written in Objective-C with C++ libraries. It uses cross platform code with conditional compilation for different platforms in the libraries.</p>

<p>After the latest update I have encountered a peculiar issue with preprocessor macros with this</p>

```
<pre><code>#if defined(DEBUG)
#warning WARNING_1
#elif defined(DEBUG_gibberish)
#warning WARNING_2
#elif defined(SOMETHING)
#warning WARNING_3
#else
#warning WARNING_DEFAULT
#endif
</code></pre>
```

<p>code. </p>

<p>In this case <code>DEBUG</code> macro is defined in Xcode Apple LLVM 6.0 Preprocessing section</p>

<p>Please see the pic </p>

<p>So basically the problem is that #if defined() doesn't work as expected for this particular project. If I copy the same code to some clean test project it works as expected. </p>

<p>It also has another interesting effect, if I define <code>DEBUG_gibberish</code> then it will be evaluated instead of else case. After performing a couple of experiments it seems that it always evaluates/uses the first true condition and then the second true condition or <code>#else</code> if there was no second true condition.</p>

<p>I have already tried to clean project, clean derived data, restart Xcode, reboot my mac and even voodoo dolls. </p>

<p>I would appreciate any thought on why this happens and how to fix it.</p>

<p>EDIT1: I have a hierarchy of Xcode projects in my main project. The problematic library is a subproject in my main project. If I try to build it separately it works fine. If I compile it as

I tried to wrap my head around it but gave up. Can you please explain the following, taken from the C book by Mike Banahan [\(Section 7.3.7 Conditional compilation\)](http://publications.gbdirect.co.uk/c_book/chapter7/directives.html). Despite multiple efforts, I can't grasp the part after **"The token sequence that makes up...."**. Can you please state in simple terms

1) What exactly is the "defined" prefix thing, and

2) What with names and even C keywords reducing to zero (Not to forget the confusing reference to sizeof)?

Explanation with a little piece of code will be very much helpful. Thank you.

<blockquote>

The `#if` and `#elif` constructs take a single integral constant expression as their arguments. Preprocessor integral constant expressions are the same as other integral constant expressions except that they must not contain cast operators. The token sequence that makes up the constant expression undergoes macro replacement, except that names prefixed by `defined` are not expanded. In this context, the expression `defined NAME` or `defined (NAME)` evaluates to 1 if `NAME` is currently defined, 0 if it is not. Any other identifiers in the expression **including those that are C keywords** are replaced with the value 0. Then the expression is evaluated. The replacement even of keywords means that `sizeof` can't be used in these expressions to get the result that you would normally expect.

</blockquote>

26087884

In expressions of `#if` and `#elif`, what is "defined" pr

I am trying to modify my Delphi 2010 code to compile in XE7 (and want to retain the ability to compile it in 2010). So in the unit that houses my mainform I added conditional directives. The following works fine in 2010

```
uses
{$IF CompilerVersion >= 24}System.Actions, {$ELSE}Actnlist,{$IFEND}
  Windows, Messages, SysUtils, Classes, Graphics, Controls, Forms, Dialogs;

```

But XE7 automatically adds a `System.Actions` at the end to create a uses clause that now has `System.Actions` declared twice (see below), and gives an error message `[dcc32 Error] MyForm.pas(10): E2004 Identifier redeclared: 'System.Actions'`. Why is XE7 not accepting the unit from within the conditional directive ?

```
uses
{$IF CompilerVersion >= 24}System.Actions, {$ELSE}Actnlist,{$IFEND}
  Windows, Messages, SysUtils, Classes, Graphics, Controls, Forms, Dialogs,
  System.Actions; // &lt;- automatically added

```

26152305

Delphi conditional compilation in uses clause

Is there a way to use the CPP to compile different versions of some code based on whether we're in ghci or whether the code is compiled? Alternatively, conditional compilation based on whether optimizations are on might work.

26184094

Conditional compilation based on interactive (GHCi

<p>I find strange behaviour when trying to load an Excel workbook.</p>

<p>I have an Excel-AddIn, written in .NET with COM Interop.

It is mainly used to create my own Ribbon-Tab, load workbooks from a menu and do some project administration. </p>

<p>When I try to open a workbook using two ways, I get different results:</p>

<p>First, when I load the Workbook (Excel 2003-Version) from within the Addin everything works fine. From the Button-Event of the ribbon, a public function <code>openWorkbook</code> of the Add-In is called that uses <code>application.workbooks.open(...)</code> to load the Excel workbook.</p>

<p>This way, the workbook opens without an error.</p>

<p>Second, when I try to call the Addin-Function from within VBA using code like:</p>

```
<pre><code>Set addIn = Application.COMAddIns("WMExcelAddin1")
Set automationObject = addIn.Object
automationObject.openWorkbook (filename)
</code></pre>
```

<p>I get an error message:</p>

<blockquote>

<p>Compile Error</p>

<p>Automation Error</p>

</blockquote>

<p>and the IDE stops at the first occurrence of a conditional compile in one of the workbook-modules, looking like follows:</p>

```
<pre><code>#const ebind = 0
[...]
```

```
sub proc1()

    #if ebind = 1 then      ' IDE Stops here
```

```
    [...]
```

```
    #else
```

```
    [...]
```

I need to work around a [bug](https://ghc.haskell.org/trac/ghc/ticket/9148) present in (I think) GHC (7.8.0 - 7.8.2). I don't think I can use `__GLASGOW_HASKELL__` since we only get major and minor version numbers, and I don't *think* I can use the `base` library version (although I can't find a list associating ghc releases -> `base` versions).

In other words I need to do:

```
#if GHC < 7.8.3
  this code
#else
  this code
#endif

```

26245182

Conditional compilation based on GHC point releas

I am trying to set up an application I'm working on in Visual Studio to include a set of standard assembly-level attributes in the projects by importing a couple of scripts into the project files as they are compiled by MSBuild. The attributes in question are generated by an MSBuild task that is called from one of the scripts, while the other script includes the generated code file as a Compile item.

So far, my custom task is generating the include file OK and passing back to MSBuild a path to the file it has created, but for some reason MSBuild is stubbornly refusing to include the generated file in the build of the project. This is confirmed by verifying that the compiled .dll file does not have any of the values from the generated assembly attributes in its version information resource.

My custom task script (Build.targets):

```
<?xml version="1.0" encoding="utf-8"?>
<Project xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <UsingTask AssemblyFile="..\Build.Tasks\$(OutDir)Build.Tasks.dll" TaskName="
GenerateAssemblyInfo" />
  <Target Name="GenerateAssemblyAttributes"
Condition="$(SkipGenerateAssemblyAttributes)" == 'false'>
    <GenerateAssemblyInfo AssemblyName="$(AssemblyName)"
CompilationSymbols="$(DefineConstants)" IncludeFileFolder="$(AssemblyInfoFileFolder)"
/>
    <Output TaskParameter="IncludeFilePath" PropertyName="AssemblyInfoFilePath"
/>
    </GenerateAssemblyInfo>
    <Message Text="Generated AssemblyInfo include file $(AssemblyInfoFilePath)."/>
  </Target>
</Project>
</code></pre>
```

The conditional compilation script (Build.props):

```
<?xml version="1.0" encoding="utf-8"?>
<Project xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <ItemGroup Condition="Exists('$(AssemblyInfoFilePath)')">
    <Compile Include="$(AssemblyInfoFilePath)" />
  </ItemGroup>
</Project>
</code></pre>
```

I want to conditionally compile some code when building with the iOS 8.1 SDK, and compile some different code when using the 8.0 SDK. In a small project that targets the 8.1 SDK (and can use APIs new to 8.1), it appears that the `#if` directive ignores constants.

```
println("__IPHONE_8_1 is defined to be \"__IPHONE_8_1")
#if __IPHONE_8_1
    println("8.1")
#else
    println("8.0")
#endif
```

The above code prints:

```
__IPHONE_8_1 is defined to be 80100
8.0
```

According to the documentation on [conditional compilation statements](https://developer.apple.com/library/ios/documentation/swift/conceptual/buildingcocoaapps/InteractingWithCAPIs.html#//apple_ref/doc/uid/TP40014216-CH8-XID_20),

Swift code can be conditionally compiled based on the evaluation of build configurations. Build configurations include the literal `true` and `false` values, command line flags, and the platform-testing functions listed in the table below. You can specify command line flags using `-D <flag>`.

It then talks about `os()` and `arch()` functions but has nothing about SDK versions.

I try to create proxy server with fiddlercore and when i use event BeforeResponse code work very slow. What i'm attempt to do is to insert script at the top of the current browsed page. </p>

Why is below code so slow is it need to be inserted some kind of filter or what?</p>

```
<code>Fiddler.FiddlerApplication.BeforeResponse += delegate(Fiddler.Session oS)
{
    Console.WriteLine("{0}:HTTP {1} for {2}", oS.id, oS.responseCode, oS.fullUrl);

    oS.utilDecodeResponse();
    string HTML = oS.GetResponseBodyAsString();

    HtmlDocument htmlDoc = new HtmlDocument();
    try
    {
        htmlDoc.LoadHtml(HTML);
        HtmlNode node = htmlDoc.CreateElement("script");
        node.SetAttributeValue("src", "https://somesite.com");
        HtmlNode Head = htmlDoc.DocumentNode.SelectSingleNode("//Head");

        if (Head != null)
        {
            Head.AppendChild(node);
            oS.utilSetResponseBody(htmlDoc.DocumentNode.OuterHtml);
        }
    }
    catch (Exception ex)
    {
        Console.WriteLine(ex.Message.ToString());
    }

    Console.WriteLine("URL: {0}", oS.url);
};
</code></pre>
```

Here is full code:</p>

```
<code> /*
 * This demo program shows how to use the FiddlerCore library.
 *
 * For more information, see the FiddlerCore library documentation at:
 * https://github.com/robertmcclellan/fiddlercore/wiki
```

<p>I'm writing an assembly with some conditionally compiled members in it, e.g.:</p>

```
<pre><code>[Conditional("DEBUG")]
public static void Log(string message) { /*...*/ }
</code></pre>
```

<p>And using it like so:</p>

```
<pre><code>public void DoStuff() {
    Log("This will only appear on debug builds");
    /* ... Do stuff ... */
}
</code></pre>
```

<p>But when I give this assembly to someone to use in their project, I want them to be able to define whether or not DEBUG-conditional members are compiled. </p>

<p>If that's not possible (e.g. the methods are just completely removed at compile-time), then is there any way to package multiple 'configurations' of an assembly (e.g. maybe with [AssemblyConfiguration]) and select them according to the configuration of the referencing assembly?</p>

<p>Also: I'm not looking for suggestions to manually set the references in the .csproj file of the referencing assembly; I know I can do that, but it's tedious, and has to be done for every reference.</p>

<p>For Delphi ClientDataSets where fields have been define at design time, is there a way at runtime to change a specific field's datatype (change the cds.Fields[n].DataType) ?</p>

<p>I have a legacy Delphi 7 program with both SQLDataSet and ClientDataSet fields set at design time (in order to override various properties).</p>

<p>These are connected to a 3rd-party Sybase SQL Anywhere 11 database.</p>

<p>Recently the vendor changed all 'Description' fields from VarChar(128) to long varchar, but only for certain of his customers. So, my code has to support both types of fields when I query on these 'Description' fields.</p>

<p>I was hoping to set conditional compilation on the class field types (then add the fields before opening the SQL/Client Dataset), but the compiler ignores {\$IFDEF } conditionals in the component definition section of the class (which, the more I think about it, makes good sense)!</p>

<p>There are dozens of modules, with hundreds of fields affected, so any insight is appreciated.</p>

<p>Thanks.</p>

<p>Cheers,
EdB </p>

26663827

How to change Clientdataset field datatype at runt

<p>For the sake of this question, let's assume that we have an entity called CategoryType and a corresponding form for adding/editing/deleting category types.</p>

<p>Now, some customers want to have the labels changed from, for example, 'Category Type' to 'Product Type'.</p>

<p>What is a good strategy to handle this kind of 'localizing'?</p>

<p>If one solution is to use resource files, would it be necessary to define customer-specific conditional compilation symbols and load the specific resource file accordingly?</p>

26795718

Localizing Winforms for different customers?

I got bit trying to maintain code packages that run on two different Oracle 11g2 systems when a line of code to be changed slipped by me. We develop on one system with a specific data set and then test on another system with a different data set.

The differences aren't tremendous, but include needing to change a single field name in two different queries in two different packages to have the packages run. On one system, we use one field, on the other system... a different one. The databases have the same schema name, object names, and field names, but the hosting system server names are different.

The change is literally as simple as

```
INSERT INTO PERSON_HISTORY
( RECORD_NUMBER,
  UNIQUE_ID,
  SERVICE_INDEX,
  [... 140 more fields... ]
)
SELECT LOD.ID RECORD_NUMBER ,
  -- for Mgt System, use MD5 instead of FAKE_SSN
  -- Uncomment below, and comment out Dev system statement
  -- MD5 UNIQUE_ID ,
  -- for DEV system, use below
  '00000000000000000000' || LOD.FAKE_SSN UNIQUE_ID ,
  null SERVICE_INDEX ,
  [... 140 more fields... ]
FROM LEGACY_DATE LOD
WHERE (conditions follow)
;
```

I missed one of the field name changes in one of the queries, and our multi-day run is crap.

For stupid reasons I won't go into, I wind up maintaining all of the code, including having to translate and reprocess developer changes manually between versions, then transfer and update the required changes between systems.

I'm trying to reduce the repetitive input I have to provide to swap out code -- I want to automate this step so I don't overlook it again.

I'm trying to build a custom list implementation (for exercise purpose). Currently I have created an implementation with cursors and the usual one with pointers (circular doubly-linked list). I don't want to create different generic functions (print list, natural merge sort, etc.) in which the only difference is the class used). So I created an abstract class with pure virtual methods to use it as an interface. I used conditional compilation to deal with the different implementation of the position type (an int in the cursor implementation and a pointer to a node in the circular doubly-linked list). However I have these errors:

```
<code>overriding 'Cella<T>* Lista<T>::primoLista() const [with T = char;
Lista<T>::posizione = Cella<char>*]'
overriding 'Cella<T>* Lista<T>::primoLista() const [with T = char*; Lista<T>::
posizione = Cella<char*>*]'
overriding 'Cella<T>* Lista<T>::primoLista() const [with T = float; Lista<T>::
posizione = Cella<float>*]'
overriding 'Cella<T>* Lista<T>::primoLista() const [with T = int; Lista<T>::
posizione = Cella<int>*]'
</code>
```

I'll write the main files.

Lista.h

```
<code>#ifdef USE_CURSOR
#include "Cella.h"
#else
#include "cellalp.h"
#endif
```

```
template <class T> class Lista
{
public:
```

```
#ifdef USE_CURSOR
typedef int posizione;
#else
typedef Cella<T>* posizione;
#endif
```

```
virtual void insLista(T elem, posizione p) = 0;
virtual void canclLista(posizione p) = 0;
```

I am working in a very large code base that has conditional compile flags to build code for several different embedded hardware platforms. There is a large part of the code that is common and there is a hardware adaptation layer that is supposed to be h/w independent but also has a lot of common code with function calls to specific hardware functions that are wrapped in #ifdef #else for conditional compilation. This is unfortunately the paradigm imposed on us for how we work across several teams so I need to work with it ie- no option to move to really hardware independent files. I develop and debug for all 3 (so far) of these platforms and keep having to add/delete the compiler flags from my Symbols and re-build my CDT index each time I need to context switch from developing/debugging an issue with one platform to another. Rebuilding the index can take a long time (up to an hour) , even with aggressive resource filtering.

We work with Perforce as our CVS and I want to work within a single Perforce workspace so I don't get out of sync with which files are checked out. I tried to create separate Eclipse projects for each of these types of platforms but I get an error message that the resource (the Perforce workspace code) is already in use by another project.

Does anyone have any suggestions?

I am using Eclipse Luna with CDT.

Thanks

27049999

Eclipse CDT: Managing conditional compile (#ifdef)

The question that how the conditional compilation in the system header files (such as `<sys/types.h>`) control the compiling process confused me for a long time

For example, here's one common typedef code fragment in `<sys/types.h>`:

```
# if __WORDSIZE == 64
typedef long int int64_t;
# elif __GLIBC_HAVE_LONG_LONG
__extension__ typedef long long int int64_t;
# endif
# endif
```

That said, if `__WORDSIZE == 64`, then we define the type `int64_t` as one alias of `long int`, but I wonder that where can I find the definition of `__WORDSIZE`.

- Has the macro of `__WORDSIZE` been defined statically in some file? If so, how does this file get generated?
- Or, we pass the preprocessor macros to the compiler?
- Or, the compiler know on what kind of machine it is running exactly? But how does it know?

After all, how can I write one header file that can achieve the following intention:

```
#if the machine is 64-bit
typedef unsigned long int KEY_TYPE
#elif the machine is 32-bit
typedef unsigned long long int KEY_TYPE
#endif
```

I have an xCode6 project that uses storyboards, autolayout and size classes. Deployment target of this project is iOS 7.1 . I'm using the following size classes:

- Any/Any for portrait iPhone
- Compact Height/Any width for landscape

I noticed that when deployed to iOS 7.1, the device ignores size class related constraints, instead using "Any/Any" only. I don't want to create a separate storyboard for iOS 7.1 only, so I want to lock iOS 7.1 devices in portrait mode. It seems to me that this will require some sort of conditional compilation statement for iOS 7.1, but I'm not sure where to put it.

How do I modify my project to lock all controllers in portrait mode for iOS 7.1?

27130634

xCode6 How to lock iOS 7.1 devices in portrait prog

<p>In my team's deployment environment, there are three endpoints for a certain REST data api: alpha, beta and production.</p>

<p>I have setup conditional compilation so that in RELEASE configuration, the project will definitely connect to the production api. In DEBUG configuration, however, the project may connect to any of the three endpoints according to the developer's preference. </p>

<p>Currently, the developer sets this preference by commenting out the endpoints not needed.</p>

<p>However, different developers will wish to connect to different endpoints during development, so this system doesn't work well with git and a team. How can I change the setup so that the api endpoint is selected according to a developer preference (and not committed to git) in DEBUG configuration only?</p>

```
<pre><code>  const string api_prod = "https://api.mydomain.com/api/";
    const string api_beta = "https://betaapi.mydomain.com/api/";
    const string api_alpha = "https://alphaapi.mydomain.com/api/";
```

```
#if DEBUG
    //static readonly string BaseUrl = api_prod;
    //static readonly string BaseUrl = api_beta;
    static readonly string BaseUrl = api_alpha;
#else
    static readonly string BaseUrl = api_prod;
#endif
</code></pre>
```

27219858

Conditional compilation symbols as user preference

<p>I'm pretty sure the answer is NO but I just want to make sure it is impossible to DEACTIVATE code between conditional compilation symbols at runtime, ex;</p>

```
<pre><code>/* code that make this been skip*/
```

```
#if DEBUG
    /* some code here */
#endif
</code></pre>
```

<p>without doing something like this;</p>

```
<pre><code>public class test
{
    public static bool ActivateDebug = true;

    public void SomeMethod()
    {
        /*some code*/

        #if DEBUG
        if (test.ActivateDebug)
        {
            /*some code */
        }
        #endif

        /*some code */
    }
}
</code></pre>
```

27254175

is it possible to deactivate conditional compilation :

<p>I'm planning a classic marketing model of my application: full-featured, paid application and smaller, "Lite" version with cut functionality.</p>

<p>Of course, the lite version will share quite large code base with full version - along with some views. Also, all modifications and fixes to the full version in areas available to the "Lite" version should be updated in that version as well. The question is: how to maintain both application versions at once?</p>

<p>Of course, manual copying/editing files is out of question.</p>

<p>My current, best (so far) idea is:</p>

- - Create additional project (I'll need that to create new application package anyway)- Link files from the original project- Set the compilation constant "Lite" in the lite version- Use conditional compilation to cut off some features

<p>This does not cover, however, XAML files, because they do not support conditional compilation (and I'm using Express version of VS, so I cannot install any extensions). So for XAML files the idea is to:</p>

- <ol start="5">- Derive all ViewModels from the same base class- Publish property called "LiteVisibility" with value controlled via conditional compilation (Visible vs Collapsed)- Bind parts of XAML, which should not be available in lite version to this property.

<p>Another option is to create completely different XAML files for the lite version, but that's the option I'd like to avoid.</p>

<p>Is there any better way to solve this problem?</p>

<p>I'm trying to set up a makefile that compiles multiple segments of a rather large program. In order to do so I want a Makefile to be able to pass MULTIPLE debug flags at once So I can test multiple different sets of functions together. </p>

<p>So in my Makefile :</p>

```
<pre><code>debug:
    gcc -Wall -O -o my_malloc main.c -D experimental leak &lt;-- SECOND FLAG
    ./my_malloc
</code></pre>
```

<p>And in my C code I want to do :</p>

```
<pre><code>  #ifdef experimental
    printf("MALLOC PROGRAM IN DEBUGGING MODE\n");
  #endif
  //executing both conditionals at once in one line.
  #ifdef leak
    puts("TESTING LEAK DETECTION");
  #endif
</code></pre>
```

27452847

Multiple Conditional compilation Macros with C

I try to implement simple expert system in SWI Prolog. This system reads input data from keyboard and finds the language. Here is my code:

```
/* Paradigms */
paradigm('Ada', 'Imperative').
paradigm('C', 'Imperative').

/* Typization */
typization('Ada', 'Statical').
typization('C', 'Explicit').

/* Compiler */
compiler('Ada', 'OpenSource').
compiler('C', 'DebugPosibility').

/* Memory */
memory('Ada', 'Stack').
memory('C', 'Pointer').

language(L, P, T, C, M) :- paradigm(L, P), typization(L, T), compiler(L, C), memory(L, M).

run :- write("\nChoose language paradigm:\n1. imperative\n2. object-oriented\n3.
distributed\n4. reflexive\n5. declarative\n6. functional\n7. general programming\n"), read(P),
    write("\n\nChoose typization:\n1. statical\n2. explicit\n3. polymorfism\n4. runtime type
information\n5. dynamical\n6. implicit\n7. cast without data lose\n8. implicit cast without
data lose\n9. argument output at method call\n"), read(T),
    write("\n\nChoose compiler type:\n1. open-source\n2. debug posibility\n3.
bootstrapping\n4. multithreading compilation\n5. conditional compilation\n6. command line
interpreter\n"), read(C),
    write("\n\nChoose memory management type:\n1. stack\n2. pointer\n3. manual memory
management\n4. garbage collector\n"), read(M),

    language(L, P, T, C, M),
    write(L).
</code></pre>
```

When I run this program I receive all languages all the time. But in my test case it is supposed to get only one language. Language is acceptable when all four predicates from language return true for the same language L. Where is my mistake and how can I fix it?

Thank you very much!

I want to conditionally compile my source code using `cfg` with Cargo, after Googling for a while, it seems that the solution is to use `cargo --features`.

<http://doc.crates.io/manifest.html>

I tried adding a few

```
#[cfg(feature = "foo")]
```

in the source code and

```
cargo build --features foo
```

, but it says

```
Package `xxx v0.0.1 (file:///C:/yyy/xxx)` does not have these features: `foo`
```

How can I let cargo identify the features? Do I have to add something in `Cargo.toml`?

Here's the version of `rustc` and `cargo` I am using:

```
C:\>rustc --version
rustc 0.13.0-nightly (42deaa5e4 2014-12-16 17:51:23 +0000)
```

```
C:\>cargo --version
cargo 0.0.1-pre-nightly (5af754d 2014-12-18 01:50:48 +0000)
```

<p>Can someone tell me if he tried this and worked? </p>

<p>I am trying to make conditional compilation through the visual studio editor! There is a property called "condition"
Every time I add a condition my resource file gets corrupted. I can compile it just fine, but If i try to open it with visual studio resource editor i get a "RC2135: file not found" for all my resources.</p>

<p>steps to reproduce the problem:</p>

new c++ project win32
add resource
add a couple of images
rightclick resource.rc->Resource symbols (and add a flag like USE_IMAGES)
Compile (everything is ok)
rightclick a resource image, goto properties and in 'condition' add USE_IMAGES
do the same for the other image
compile ? (should be ok)
close resource editor. Try to edit resource file with editor and BAM. RC2135 file not found.

<p>Am i missing something!?!</p>

27759933

Conditional resource compilation in Visual studio 2

<p>The following example compiles with GHC 7.8.4 and QuickCheck 2.7.6:</p>

```
<pre><code>{-# LANGUAGE TemplateHaskell #-}
```

```
import Test.QuickCheck
```

```
prop_id :: Eq a => a -> Bool
```

```
prop_id x = x == x
```

```
-- Hack to make $quickCheckAll work under GHC >= 7.8.
```

```
return []
```

```
main :: IO Bool
```

```
main = $quickCheckAll
```

```
</code></pre>
```

<p>Using GHC 7.10.1 RC 1, I got the following error:</p>

```
<pre><code>$ ghc Bug.hs
```

```
Bug.hs:12:8:
```

```
Exception when trying to run compile-time code:
```

```
Higher-kinded type variables in type: forall (a_0 :: *) . GHC.Classes.Eq a_0 => a_0 ->
```

```
GHC.Types.Bool
```

```
Code: quickCheckAll
```

```
In the splice: $quickCheckAll
```

```
</code></pre>
```

<p>Can I fix the example using some conditional compilation? Or is the issue related to the QuickCheck library?</p>

27877390

Issue using quickCheckAll and GHC 7.10.1 RC1


I am developing an app targeting iOS 5.1.1 through iOS 8. It is a universal binary containing arm64, armv7 and armv7s. Now, arm64 will load on iOS 7 and greater (on supported devices) but I would like to force it to load only on iOS 8 (i.e., make iOS 7 revert to loading armv7s).

Motivation: I need conditional compilation for some iOS 8 specific functionality for efficiency reasons. I am switching the entire rendering backend from OpenGL ES to Metal on iOS 8 and do not want to pay for any kind of dynamic dispatch between the two. The backend is a bunch of c-functions so a dynamic selection of API would require an extra layer of function pointers for everything. If arm64 is iOS 8 only I can conditionally compile the use of Metal using `#ifdef __arm64__`.

What I think might work: I am adding a conditional build setting for arm64 under "iOS Deployment Target". I have checked the build log and see that `-miphoneos-version-min=8.0` is added for the arm64 build. It works fine on iOS 8 and arm64. For iOS 7 and arm64 I see two possible outcomes; 1) iOS 7 looks at the 64-bit binary, discards it as unsupported, and proceeds to load armv7s. 2) tries to load the 64-bit binary and crashes. The problem is that my only 64-bit device runs iOS 8 so I cannot test it.

My question is if this works (perhaps someone have tried this before), or, if there is another solution to the problem.

A screenshot of the conditional build setting for reference:



27942386

Run 32-bit arm on iOS 7 and 64-bit on iOS 8

<p>I want to create a single cython extension that aggregates multiple python files.</p>

<p>For that I created a .pyx file:</p>

```
<pre><code>include a.py
include b.py
include c.py
...
</code></pre>
```

<p>Compilation works, but linking fails with the following error:</p>

```
<pre><code>from __future__ import division
          ^
-----
```

```
./b.py:169:31: from __future__ imports must occur at the beginning of the file
</code></pre>
```

<p>The reason is that the given statement is indeed not at the beginning of the merged file (as the include statements in the .pyx file just do textual merging).</p>

<p>How can I work around this? For instance, how can I do conditional compilation and e.g. omit that statement in <code>b.py</code> if this is compiled in cython? It should still be included if it is run as pure python module.</p>

28031736

Cython linking fails due to 'from __future__ import

the question posed in:
<http://stackoverflow.com/questions/6251889/type-condition-in-template>>Type condition in template

is very similar, yet the original question wasn't quite answered.

```
#include "stdafx.h"
#include <type_traits>

class AA {
public:
    double a;

    double Plus(AA &b) {
        return a + b.a;
    }
};

template<class T> double doit(T &t) {
    if (std::is_same<T, AA>::value)
        return t.Plus(t);
    else
        return t + t;
}

int _tmain(int argc, _TCHAR* argv[])
{
    double a;
    AA aa;

    doit(a);
    doit(aa);

    return 0;
}
```

This doesn't compile, nor did I expect it to. Is something like this possible? Being, based on the template value, I want some code to be compiled, and others not. Here, 'double' doesn't have a method called "Plus" and class "AA" doesn't override the '+' operator.

I don't know if I am using the right strategy, but I would like to use template with bool value parameters, so that when either method1 and method2 are set to false I don't have to call fmethod1 or fmethod2. I could use dynamic tables for doing that, but I just discovered that I could do this with templates, and I was training this syntax usage as below:

```
<pre><code>#include<iostream>
```

```
template<bool method1, bool method2>
class Caller {
```

```
public:
```

```
    Caller(const float prop1, const float prop2):prop1(prop1),prop2(prop2){}
```

```
    float prop1;
    float prop2;
```

```
    bool fmethod1(){
        return prop1;
    }
```

```
    bool fmethod2(){
        return prop2;
    }
```

```
    void mainMethod(){
        std::cout <<< "Caller" <<< " " <<< "method1" <<< " " <<< "method2" <<< " " <<<
(" " <<< prop1 <<< " " <<< " " <<< std::endl;
        std::cout <<< "fmethod1()" <<< fmethod1() <<< std::endl;
        std::cout <<< "fmethod2()" <<< fmethod2() <<< std::endl;
    };
};
```

```
template<>
class Caller<true,false> {
```

```
public:
```

```
    Caller(const float prop2):prop2(prop2){}
    float prop2;
```

<p>Even though it should be impossible due to <code>#define</code> being a pre-processor directive I'd like to ask:</p>

<p>Is it possible to get a list of the <code>#define</code>'d variables within the actual program? Respectively, a list of conditional compilation symbols, defined within the project's properties.</p>

<p>Why would I need that?

I'm managing extensions by using symbols. I'm trying to get a List of them to add them in my about window like</p>

```
<pre><code>Enabled Extensions:  
CUSTOMER1_ABC_EXTENSION  
CUSTOMER2_XYZ_EXTENSION  
</code></pre>
```

<p>Without writing specific code for each extension.</p>

28187434

Get a list of #define variables

<p>With the previous version of the C# compiler one could define a compilation symbol the following way: </p>

```
<pre><code>&lt;configuration>
&lt;system.codedom>
  &lt;compilers>
    &lt;compiler
      language="c#;cs;csharp" extension=".cs"
      compilerOptions="/d:CUSTOMSYMBOL"
      type="Microsoft.CSharp.CSharpCodeProvider,
        System, Version=4.0.0.0, Culture=neutral,
        PublicKeyToken=b77a5c561934e089" /&gt;
    &lt;/compilers>
  &lt;/system.codedom>
&lt;/code></pre>
```

<p>This however, doesn't seem to work with Roslyn compiler:</p>

```
<pre><code>&lt;system.codedom>
&lt;compilers>
  &lt;compiler language="c#;cs;csharp" extension=".cs"
    compilerOptions="/d:CUSTOMSYMBOL"
    type="Microsoft.CodeDom.Providers.DotNetCompilerPlatform.CSharpCodeProvider,
      Microsoft.CodeDom.Providers.DotNetCompilerPlatform, Version=0.2.0.0, Culture=neutral"
    warningLevel="4" /&gt;
  &lt;compiler language="vb;vbs;visualbasic;vbscript" extension=".vb" compilerOptions="
    /optioninfer+" type="Microsoft.VisualBasic.VBCodeProvider, System, Version=4.0.0.0,
    Culture=neutral, PublicKeyToken=b77a5c561934e089"&gt;
    &lt;providerOption name="CompilerVersion" value="v4.0" /&gt;
  &lt;/compiler>
&lt;/compilers>
&lt;/system.codedom>
&lt;/code></pre>
```

<p>Is this feature supported in the preview version of Roslyn compiler, and if so, what would be the proper way to configure it.</p>

<p>How can I get my app to navigate to a specific page based on the item within the semantic zoom that was tapped? Each item has a link to its own page and I want to use the 'item.Link' element so that the app reads the link and uses it to navigate to the specified page.</p>

<p>MetropolitanDataSource.cs</p>

```
<pre><code>using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Exits_Expert_London_Lite
{
    using System;
    using Windows.UI.Xaml.Data;
    using Windows.UI.Xaml.Media;

    // To significantly reduce the sample data footprint in your production application, you can
    set
    // the DISABLE_SAMPLE_DATA conditional compilation constant and disable sample data at
    runtime.
    #if DISABLE_SAMPLE_DATA
        internal class SampleDataSource { }
    #else

        public class Item : System.ComponentModel.INotifyPropertyChanged
        {
            public event System.ComponentModel.PropertyChangedEventHandler
            PropertyChanged;

            protected virtual void OnPropertyChanged(string propertyName)
            {
                if (this.PropertyChanged != null)
                {
                    this.PropertyChanged(this, new System.ComponentModel.
            PropertyChangedEventArgs(propertyName));
                }
            }
        }
    }
</code></pre>
```

<p>For practical example, suppose <code>ModuleA</code> have some type varying on conditional compilation:</p>

```
<pre><code>unit ModuleA;
```

interface

type

{ explicit character width }

PASTR = type PAnsiChar;

PWSTR = type PWideChar;

{ implicit character width }

PTSTR = {\$IFDEF UNICODE}PWSTR{\$ELSE}PASTR{\$ENDIF};

{ ... }

```
</code></pre>
```

<p>And now the set of functions in <code>ModuleB</code> is depending on the type declared in <code>ModuleA</code>:</p>

```
<pre><code>unit ModuleB;
```

{ ... }

implementation

uses ModuleA;

{ explicit }

function FuncA(Arg: PASTR): Integer;

begin

{ do something with 1 byte char }

end;

function FuncW(Arg: PWSTR): Integer;

begin

{ do something with 2 byte char }

end;

{ implicit - will compiler safeguard against mismatching UNICODE define? }

function Func(Arg: PTSTR): Integer;

<p>As C# doesn't support macros, I'm looking for another (hopefully, elegant) way to write a method which returns values of different types depending on conditional compilation symbols. E.g. (if macros were possible)</p>

```
<pre><code>#if ASYNC
    #define ASYNC_VOID async Task
#else
    #define ASYNC_VOID void
#endif
</code></pre>
```

<p>...</p>

```
<pre><code>ASYNC_VOID Connect()
{
    ...
}
ASYNC_VOID Disconnect()
{
    ...
}
ASYNC_VOID Post()
{
    ...
}
ASYNC_VOID Delete()
{
    ...
}
</code></pre>
```

<p>I'd better not create Connect and ConnectAsync methods separately as they don't need to co-exist in assembly at the same time and the code duplication will be excessive (thanks to async/await model, sync and async version are very close).</p>

<p>I'd rather leave a single method, just let it compile in sync and async pattern.</p>

<p>Is it possible or I always have to write this for every method?</p>

```
<pre><code>#if ASYNC
    async Task
    ...
#endif
```

<p>1. 8.2 Page 171 <code>Low Level I/O - Read and Write</code> </p>

```
<pre><code> #include "syscalls.h"
    int getchar(void)
    {
        char c;
        return (read(0, &c, 1) == 1) ? (unsigned char) c : EOF;
    }
</code></pre>
```

<blockquote>
<p>Casting c to <code>unsigned char</code> in the return statement eliminates any problem of sign extension. </p>
</blockquote>

<p>What problem we are talking about here? Why <code>unsigned char</code> exactly? What would happen without the cast <code>unsigned char</code>? </p>

<p>2. A7.4.8 Page 204 <code>Sizeof Operator</code> </p>

<blockquote>
<p>When applied to a structure or union, the result is the number of bytes in the object, including any padding required to make the object tile an array: the size of an array of n elements is n times the size of one element</p>
</blockquote>

<p>What is meant by to make the object tile an array? We were talking about structure and union and suddenly how did this array appear here? This one surely looks like a typo but I have already checked Errata for K&R for all the queries. So most probably I am missing something or giving my non-native English I am not able to grasp it properly.</p>

<p>3. A7.17 Page 209 <code>Assignment Expressions</code> </p>

<blockquote>
<p>One of the following must be true: <code><snip></code>; or both operands are pointers to functions or objects whose types are the same except for the possible absence of <code>const</code> or <code>volatile</code> in the right operand. </p>
</blockquote>

<p>Is it possible to use compiler conditional constants together with the "implements" keyword, where the interface is in an add-in?</p>

<p>I have the following in a class module in my workbook, let's call it book1:</p>

```
<pre><code>#Const Condition1 = 0 'will be replaced with 1 when add-in is opened
#If Condition1 then
    Implements myAddIn.iInterfaceFoo
#End if
</code></pre>
```

<p>I have the add-in myAddIn listed as a reference (i.e. in Tools -> References...)</p>

<p>I'm successfully using the interface with other classes in the add-in, but now I want to call the interface directly in my workbook book1. As long as the add-in is open, when I compile book1 (i.e. Debug -> Compile VBAProject) it compiles successfully.</p>

<p>However, when I try to compile book1 with the add-in closed, I get the error</p>

```
<pre><code>Compile error: User-defined type not defined
</code></pre>
```

<p>This is precisely what I'm trying to avoid - otherwise if the add-in is missing (for example on someone else's computer) the spreadsheet itself will still work.</p>

I want to compile different files with a common *.c file. Like I want to compile `A.c` `common.c` xor `B.c` `common.c` but I can't figure out how to achieve that.

Can you please tell me how do I make `common.c` use different headers without using my text editor to change the headers list every time I want to compile

So let's say I have 3 files: `A.c`, `B.c` and `common.c`.

`A.h` and `B.h` define an enum `enum {Mon, Tues, Wed...}` in different ways. And that enum is used in `common.c`. So I can't just do in `common.c`:

```
#include "A.h"
#include "B.h"

```

What I thought of doing is to use preprocessor directives:

In `common.h`

```
#define A 1
#define B 2

```

In `A.c`

```
#define COMPILE_HEADER A

```

And in `common.c`

```
#if COMPILE_HEADER == A
#include A.h
#endif

```

This doesn't work, of course, because the compiler didn't visit the `A.c` file to find `#define COMPILE_HEADER A`

So can you please tell me how do I make `common.c` use different headers without using my text editor to change the headers list every time I want to compile?

<p>Let's start with some details:</p>

<p>I'm working with Visual Studio 2010 Express. I have 2 separate projects under one solution. The first project is the main game and contains all the source files. The second is a level editor that uses the game's source files but starts from a different class, starting the level editor. Both projects have different namespaces</p>

<p>The level editor has a project reference to the game and depends on it; as such, the game builds before the level editor when compiling. What I want to do is add a conditional compilation symbol called "LEVELEDITOR" in the level editor project so I can use it for specific level editor features.</p>

<p>The problem is that I simply cannot get the game to recognize the LEVELEDITOR symbol even though I defined it in the level editor's project build settings. I went as far as creating a new library, adding references to the library in both projects, and then adding the symbol to the level editor class but even that failed as the library was not able to recognize the symbol.</p>

<p>I looked at Universal Apps to see how they did things, and I found that they have essentially the same project structure as me but have some inner workings that allow the symbols to work.</p>

<p>I would greatly appreciate it if someone can help with this issue. I can work around the symbols, but it wouldn't be as nice and convenient as just using the symbols themselves. Thanks in advance!</p>

28912594

Using Conditional Compilation Symbols across two

I need conditional compilation for AS3 variables.

Question:

Is there any way to have if-else conditional compilation at class level, with single compile argument?

Details:

This works:

```
CONFIG::DEBUG {  
    public var myVar:int = 0;  
}
```

but I need if-else block (this fails):

```
CONFIG::DEBUG {  
    public var myVar:int = 0;  
} else { // ERROR: no if for else...  
    private var _myVar:int = 0;  
    public function get myVar():int {  
        return _myVar;  
    }  
}
```

I also can't use valid if-else block at class level:

```
if (CONFIG::DEBUG) { //ERROR: can't have if statement at class scope.  
    //debug stuff  
} else {  
    //release stuff  
}
```

I could use 2 arguments, but I would like to avoid it.

Thank you for your time.

<p>I have just a fast question. I use this macro to create new array:</p>

```
<pre><code>#define NEW_ARRAY(id,size) int id[size]={0,}  
</code></pre>
```

<p>Can I make a inline function that does same thing? (without malloc, I need swap between macros and inlines with conditional compilation without changing a source code)</p>

<p>I assume it isn't possible, however I want to ask you just in case there is a option.</p>

29061067

Variable declaration via macro into inline function

I have some several projects that use some common code. There are conditional defines in the project settings and I'd like to be able to define some symbols that persist across several modules. For example:

```
{IFDEF PROJ1} // Project 1
{$ELSEIF Defined(PROJ2_DEBUG) or Defined(PROJ2_NDEBUG)}
{$DEFINE PROJ2} // Project 2
{$ELSEIF Defined(PROJ3_DEBUG) or Defined(PROJ3_NDEBUG)}
{$DEFINE PROJ3} // Project 3
{$IFEND}
```

That could appear at the top of the main project file, say. Now I'd like to be able to use the following conditional compilation in several units across the projects:

```
{IFDEF PROJ1}
// Do something specific to project 1
{$ENDIF}

{$IFDEF PROJ2}
// Do something specific to project 2
{$ENDIF}
```

but I'm finding that "PROJ1" and "PROJ2" (and "PROJ3", of course) are not defined when I try and use them. The Embarcadero help ([http://docwiki.embarcadero.com/RADStudio/XE7/en/DEFINE_directive_\(Delphi\)](http://docwiki.embarcadero.com/RADStudio/XE7/en/DEFINE_directive_(Delphi))) suggests my symbols will only be defined for the current module, but doesn't offer any assistance on defining them across multiple modules.

Is it possible to define more permanent symbols so I can define them once and then use them across multiple modules?

My project is a consumer for a 3rd party web service (old school web service vs. WCF service), and it has two versions, the "sandbox" (staging), and prod services. The APIs on these services are almost identical, and I am looking for a way to cleanly switch between the two versions, preferably without using conditional compilation.

I instinctively rushed off and extracted an interface from the client generated by Visual Studio's "Add web reference", i.e. `AgentImport` but that class is not partial, so I can't make it derive from the interface, or from any other superclass. I already have the creation of `AgentImport` instances nicely encapsulated in an abstract base for all my clients of `AgentImport`, but without using more risky compiler directives, how can I switch between v1 and v2 of `AgentImport`?

Some code:

```
using Clients.PrivateProperty.AgencyServicesApiService;
```

```
namespace Client.PrivateProperty
{
    public abstract class PrivPropFacilityBase
    {
        protected static AgentImport Client;

        protected PrivPropFacilityBase()
        {
            Client = new AgentImport();
            Client.Timeout = 10000;
        }

        protected virtual AgentImport GetClient()
        {
            return new AgentImport();
        }
    }
}
```

I have tried adding service references instead of web references, as advised in comments below, to at least get access to partial classes, but when I add the first service reference, for the production service, and extract an interface from the auto-generated SOAP client, i.e. `IApapiClient`, that interface references objects declared in other auto-generated classes, in the same namespace as the client, e.g. `SecurityToken`:

<p>I'm currently testing my ASP.NET site in three ways:</p>

Debugging locally

Deploying as an azure website

Testing in the Azure emulator (soon to deploy with roles)

<p>I have an if/else which is trying to detect if the role environment is available. It works fine locally, but blows up when run in the Azure website environment with:</p>

<blockquote>

<p>System.IO.FileLoadException: Could not load file or assembly
'Microsoft.WindowsAzure.ServiceRuntime, Version=2.5.0.0,
Culture=neutral, PublicKeyToken=31bf3856ad364e35' or one of its
dependencies. The located assembly's manifest definition does not
match the assembly reference. (Exception from HRESULT: 0x80131040)
File name: 'Microsoft.WindowsAzure.ServiceRuntime, Version=2.5.0.0,
Culture=neutral, PublicKeyToken=31bf3856ad364e35'</p>

</blockquote>

<p>My code is as follows:</p>

<pre><code> if (String.IsNullOrEmpty(Environment.GetEnvironmentVariable
("WEBSITE_SITE_NAME")) && Microsoft.WindowsAzure.ServiceRuntime.
RoleEnvironment.IsAvailable)
{
//drop item on the queue for it to be picked up by the worker role
}
else
{
//Process here
}
</code></pre>

<p>I have it short circuit such that the RoleEnvironment code will never run when on a website. I've attached a debugger to verify that the first part of the statement returns false. But the exception happens whenever I first jump into the method containing that call.</p>

<p>Does anyone have any suggestions to allow my code to function correctly, regardless of if it's running with roles available, in an azure website, or locally? I haven't done anything to

<p>I'm running Visual Studio 2008 and have a C# program that runs beautifully on the "Pocket PC 2003 Second Edition" emulator. However, when I try to run any unit tests I get an error on the first test:</p>

```
<pre><code>The test adapter ('Microsoft.VisualStudio.TestTools.TestTypes.Unit.
UnitTestAdapter,
Microsoft.VisualStudio.QualityTools.Tips.UnitTest.Adapter, Version=9.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a') required to execute this test could not be loaded.
Check that the test adapter is installed properly.
ActiveSync bootstrap initialization failed.
Please connect/cradle a real device or download the User-level Windows Mobile Device
Center Application
from http://go.microsoft.com/fwlink?linkid=67763
</code></pre>
```

<p>Comparing the properties for the unit test and the application:</p>

- - Conditional compilation symbols are identical
- Platform target is identical ("Any CPU")
- Framework Version is identical (v3.5)
- Platform is identical ("Windows CE")
- Output file folder is identical
- Both have "Display the latest version of the .NET Compact Framework" checked
- Output type for the application is "Windows Application", for the unit test is "Class Library" but it seems like that's what it wants.

<p>The error message seems to indicate the VS2008 can't connect to the emulator, but since the program is running I know that isn't the case. Can I not run unit tests on an emulator?</p>

<p>Or am I missing files? Is there something I need to install, in order to perform unit tests? Nowhere on my system do I have a file named Microsoft.VisualStudio.TestTools.TestTypes*. *.</p>

I am trying to make a modular project in C.
I am writing a firmware for an embedded ARM CPU. It is composed of different parts, which cannot all be compiled at the same time due to memory limitation.

Simplifying, let's say I have a module A which manages all the optional parts of the firmware, each coded in its module (B, C, D, etc...)

in module A I use #ifdef clauses:

```
#ifdef USE_B
#include "B.h"
#endif

#ifdef USE_C
#include "C.h"
#endif

...

```

And then on top of that I simply #define the keyword for the module I want to include.

I have some global variables in file Z.c that should stay there. Since my aim is minimizing memory use, I enclose their declaration in #ifdef as well

```
#ifdef USE_B
uint8_t usedonlybyb;
#endif

#ifdef USE_C
uint8_t usedonlybyc;
#endif

...

```

What happens is that even if file B and file C are completely disconnected from other part of the project at compile time, at the end of the compilation I get "Undefined symbol" errors for the extern variables "usedonlybyx", which are not reachable by the disabled modules.

<p>I am trying to get static_assert to help me avoid null pointers in C++11.</p>

<p>The problem seems to be that C++11 require the compiler to compile templates even if they are not instantiated.</p>

<p>I have the following code:</p>

```
<pre><code>#include <type_traits>
```

```
template<typename T, typename... Us>
std::enable_if_t<std::is_constructible<T, Us...>::value == true, T * >
create_if_constructible(Us... args) { return new T(args...); }
```

```
template<typename T, typename... Us>
std::enable_if_t<std::is_constructible<T, Us...>::value == false, T * >
create_if_constructible(Us... args) {
    static_assert( false, "Class T constructor does not match argument list.");
    return nullptr;
}
```

```
struct ClassA {
    ClassA(int a, string b) {}
};
```

```
void foo() {
    ClassA *a = create_if_constructible<ClassA>(1, "Hello");
    // ClassA *b = create_if_constructible<ClassA>(1, "Hello", "world"); // I want compile
time error here.
}
</code></pre>
```

<p>I would like this to compile without error. But the static_assert is compiled and gives me a compile time error.</p>

<p>Only if the the second instantiation of the ClassA is in the code should it give me a compile time error. </p>

<p>"The Breakpoint will not currently be hit. No executable code is associated with this line. Possible causes include: conditional compilation or compiler optimizations." is the message I get when I hover over the breakpoints which aren't being hit. I am in debug mode, and I know for a fact that it IS executing the code presented here, or at least a copy of it, as this code is in the middle of a series of cryptographic hash functions and the correct output is being produced from the given input.</p>

<p>Recently I'd also been having a similar problem that I could work around with a bit of annoyance, which was that when I hit "build", it would build and display warnings and errors correctly, but wouldn't actually execute any changes in code unless I did a full rebuild. I suspect that these issues are related.</p>

<p>Now, it seems that a full rebuild is no longer sufficient, so I'm forced to go after the root of the problem. Any help with diagnosing this is much appreciated. If it matters, the code itself is c++, and I'm running windows 8.1.</p>

29528039

In MSVS Ultimate 2013, it's not hitting breakpoints

<p>I'm getting Error CS0234: The type or namespace name 'Pkcs' does not exist in the namespace 'System.Security.Cryptography' (are you missing an assembly reference?) when compiling for Android.</p>

<p>The code is shared library which is referenced in Android and Mono targets. Android's target framework is 4.4 (tried 5.0 to no avail). Mono is .NET 4.5.</p>

<p>Android's version references Mono.Android and Mono.Security (2.0.5.0), Mono version - System.Security 4.0.0.0.</p>

<p>If I add a conditional compilation directive to turn off Android and leave just Mono, it builds.</p>

<p>http://androidapi.xamarin.com/?link=T%3aSystem.Security.Cryptography.Pkcs.SignedCms states that Android supports this. Xamarin, however, does not offer me System.Security.dll and instead there is Mono.Security in case of Android.</p>

<p>How can I get System.Security.Cryptography.Pkcs under Android?</p>

29547886

Xamarin error: Pkcs does not exist in System.Securi

I am using VS2010, C#. I have custom configuration named WCFDebug. I've added this configuration through Configuration manager. I have also added conditional compilation symbols into my project:

The problem is when I use code like this:

```
#if WCFDebug
/*My code here*/
#endif
```

program never finds my configuration - neither any other configuration, like Debug:

```
#if Debug
/*This one is also not found*/
#endif
```

What should I do, so program finds my configurations with precompiled symbols?

EDIT:

Of course, I expect my program to find this configuration during debug sessions in run-time mode.

29576423

Precompiled symbols not finding custom configura

<p>I have an array of structures. During initialization, I need to initialize on conditional basis.
say</p>

```
<pre><code>struct struct_name[arraySize] = { {1, 'a'}, {2, 'b'},  
#if condition  
    {3, 'c'}  
#else  
    {4, 'd'}  
#endif  
};  
</code></pre>
```

<p>In the above code, I controlled initialization using pre processor directives. Is there
anyway I can do this conditional compilation without using pre processor directives?</p>

29629947

Is there anyway that I can initialize members on co

I have a 3d vector class with member functions marked as host and device functions.
Below is snippet of one of the member function:

```
<pre><code>__host__ __device__  
double Vector::GetMagReciprocal()  
{  
    double result = 1/sqrt(x*x + y*y + z*z);  
    return result;  
}  
</code></pre>
```

What I want to achieve is to have separate definition for host and device function so that I can get better performance by using CUDA math intrinsic function `rsqrt` when executing on device. The way I would do it is to overload this member function for host and device:

```
<pre><code>__host__  
double Vector::GetMagReciprocal()  
{  
    double result = 1/sqrt(x*x + y*y + z*z);  
    return result;  
}  
  
__device__  
double Vector::GetMagReciprocal()  
{  
    double result = rsqrt(x*x + y*y + z*z);  
    return result;  
}  
</code></pre>
```

Now when I compile the Vector.cpp file using nvcc(-x cu flag), I get following error

```
<blockquote>  
<p>function "Vector::GetMagReciprocal" has already been defined</p>  
</blockquote>
```

Now I wonder why NVIDIA doesn't support this sort of overloading.

I can think of alternate ways of achieving the separation, but they have their own issues:

I am having trouble understanding non-type template arguments and was hoping someone could shed light on this.

```
#include <iostream>
```

```
template<typename T, int a>
```

```
void f() {  
    if (a == 1) {  
        std::cout << "Hello\n";  
    } else {  
        T("hello");  
    }  
}
```

```
int main() {  
    f<int, 1>;  
}
```

When I compile this, I get an error saying:

```
/tmp/conditional_templates.cc:13:12: required from here  
/tmp/conditional_templates.cc:8:5: error: cast from 'const char*' to 'int' loses precision [-fpermissive]  
    T("hello");  
    ^  

```

But, can't the compiler detect that the non-type argument "a" is 1 and hence the else branch won't be taken? Or is that too much to expect? In which case, how do I accomplish something like this?

I am currently working on a C# project which has a C++/CLI wrapper over some native C++ code. I debug this project by attaching it to a process (I don't have another choice, so I can't workaround the problem I'm about to mention).

(OS is Windows 7 Pro, with Visual Studio 2013 with, I believe (will check later), the full package).

Debugging (both native and managed 4.5 .NET code) worked fine till I made some change, or possibly hit some accidental shortcut (no idea what I did, tbh, it must have been at the end of the day and I didn't notice immediately, but I don't recall having done anything unusual).

Here's how it is now :

-

- C++ breakpoints don't get hit anymore, and have the following message when hovering above them :

"The breakpoint will not currently be hit. No executable code of the debugger's target code type is associated with this line.

Possible causes include : conditional compilation, compiler optimization, or ..."

- C++/CLI breakpoints have the same indication when I hover over them, and don't get hit either.

- C# breakpoints work fine.

BUT if I attach my process and debug and I hit a C# breakpoint, I can then step into C++/CLI code **and** the debugger will see the objects being manipulated. I can look at variables, and see their values and their updates. I can even step into C++ code, but in that case the debugger can't look at the objects values and states.

Here are the things tried/found out so far :

-Checked that the dlls were being properly generated and copied (it is the case, and the pdb files are also generated on every build).

-The debug module reports nothing unusual. All symbols are indicated to be loaded in the project files.

-Native code debugging is selected both when attaching process, and in startup project properties.

I have a check for a header file in `configure.ac` in the source root

```
AC_CHECK_HEADER(log4c.h,
    [],
    [AC_MSG_ERROR([Couldn't find or include log4c.h])])

```

and I'd like to give different feedback on different platform to reflect different most straight forward ways of providing the header:

- on Debian it should error with the message `Couldn't find or include log4c.h. Install log4c using 'sudo apt-get install liblog4c-dev'`
- on OpenSUSE it should error with `... Install log4c using 'sudo yum install log4c-devel'` (didn't research the package name, but you catch my drift)
- on other systems (where I'm too lazy to research the package name) it should error with `... Install log4c by fetching ftp://.../log4c.tar.gz and installing with './configure && make && make install' in the source root`

- checked the `AM_CONDITIONAL` macro, but I don't get how to use it in `configure.ac` rather than in `Makefile.am` (as described in <http://stackoverflow.com/questions/5176929/autoconf-automake-conditional-compilation-based-on-presence-of-library>)
- found the tip to run `esyscmd` in stackoverflow.com/questions/4627900/m4-executing-a-shell-command, but adding `esyscmd (/bin/echo abc)` to `configure.ac` doesn't print anything when I run `autoreconf --install --verbose --force`.

Both answers describing the usage of conditional macros without the shell commands for the mentioned OS and links to predefined macros (like `AC_CHECK_HEADER_DEBIAN`, `AC_CHECK_HEADER_SUSE`, etc.) are appreciated.

The following `configure.ac` doesn't work:

<p>I would like to start using <code>static_assert</code> in the codebase that I work on. Unfortunately, not all C++ compilers support them. In the past, we've used a compile-time assert macro that works reasonably for all the compilers I've tried (gleaned from SO!), but, it gives slightly awkward compile error messages. </p>

<p>We support a large number of compilers, including ones which do not have support for <code>static_assert</code>. Also, because our product is an SDK with source code our customers can recompile it with any compiler that they wish. So, while I could introduce conditional compilation for it in all the compilers we use, it's not really possible for me to do it for any 'unknown' compiler.</p>

<p>Is there some compile-time predefined macro or other facility that is standard across all C++ compilers for determining the availability of <code>static_assert</code>, or, are you just required to 'know' what every compiler supports?</p>

30266009

Availability of static_assert c++11

```
<pre><code>#include<stdio.h>
#define NUM 10
main()
{
    #ifdef NUM
    printf("compilation succesfull");
    #endif
}
</code></pre>
```

<p>The above code compiles perfectly fine and upon execution prints compilation successful, but if I remove a blank line before the first statement in <code>main()</code> it gives an error. ie. "stray #" in the program and many other errors.</p>

```
<pre><code>#include<stdio.h>
#define NUM 10
main()
{ #ifdef NUM
    printf("compilation succesfull");
    #endif
}
</code></pre>
```

<p>Can any one help me?</p>

30352580

Conditional compilation error with macros

Suppose there's a library, one version of which defines a function with name `foo`, and another version has the name changed to `foo_other`, but both these functions still have the same arguments and return values. I currently use conditional compilation like this:

```
#include <foo.h>
#ifdef USE_NEW_FOO
#define trueFoo foo_other
#else
#define trueFoo foo
#endif
</code></pre>
```

But this requires some external detection of the library version and setting the corresponding compiler option like `-DUSE_NEW_FOO`. I'd rather have the code automatically figure what function it should call, based on it being declared or not in `<foo.h>`.

Is there any way to achieve this in any version of C?

If not, will switching to any version of C++ provide me any ways to do this? (assuming the library does all the needed actions like `extern "C"` blocks in its headers)? Namely, I'm thinking of somehow making use of <http://stackoverflow.com/questions/257288/> SFINAE, but for a global function, rather than method, which was discussed in the linked question.

30644743

Is there any way to check whether a function has b

I asked myself if there is a nice way to get different versions of one function without copying the whole source code. I would like to have different versions one the one hand for measuring the execution time and on the other hand for writing some intermediate result (for analytic purpose).

Let me explain it by this example:

I am writing a iterative solver for solving a linear system, in my case the GMRES algorithm. It would like to measure the runtime in one run and to write the residual at every iteration step in a different run. The structure of my program looks like:

```
<pre class="lang-c prettyprint-override"><code>//main.c
```

```
#include "gmres.h"
```

```
// setup arrays
flag_print_res = 0;
GMRES(A,x,b,tol,maxtiter,flag_print_res);
// reset arrays
flag_print_res = 1;
GMRES(A,x,b,tol,maxtiter,flag_print_res);
//..
</code></pre>
```

and the function:

```
<pre class="lang-c prettyprint-override"><code>//GMRES.c
```

```
void GMRES(double* A, double *x, double *b, double tol, int maxiter, int flag_print_res)
{
    // ...
    start_time = ((double) clock ())/CLOCKS_PER_SEC;
    for(iter=0; iter<maxiter; iter++)
    {
        // ...
        if(flag_print_res)
        {
            fprintf(file, "%d %13.5e\n", iter, res);
        }
        // ...
    }
    end_time = ((double) clock ())/CLOCKS_PER_SEC;
    if(flag_print_res)
        fprintf(file, "%d %13.5e\n", iter, res);
}
```

<p>can we use conditional operators like "AND" , "OR" in ORACLE conditional compilation?
</p>

```
<pre><code>$IF $$con1 AND $$con2 $THEN
```

```
$END
```

```
</code></pre>
```

30838406

PL/SQL Conditional Compilation with Conditional O

<p>Does Haxe have any defines indicating the current compilation target, which can be used
for conditional compilation?</p>

31275467

Haxe: Are there defines indicating the current com|

I have a C# Library Project. I have defined a Conditional Compilation Symbol:
SHOULDWORK

But the problem is that this symbol is **NOT** being defined. I have no idea why.

This is not an asp.net project. I am using VS 2013. I have used Preprocessor Definitions extensively in c++ so it is nothing new to me. But I just can't figure out what the problem is.

I tried rebuilding, restarting VS but to no avail.
I tried using the SHOULDWORK symbol on different source files in that same project but the symbol is not defined.

HELP!!!

Just as sidenote, the DEBUG symbol works as expected. It is defined for Debug builds and not defined for Release builds.

EDIT

The symbol is correctly stored in the *.csproj file:

SOLVED

The csproj had several PropertyGroup entries where DefineConstants was being defined. I manually added the symbols I needed to define to those PropertyGroups and then it worked.

It seems the project file was edited manually in the past, which could have led to this. It will need to be cleaned up but at least for now I can move on.

I have a website project I inherited and am attempting to clean up. It had a Common.cs file with over 10,000 loc so I have since separated it out into different files. The problem is that at the top of the Common file is a `#define UAT` statement that is used throughout the code to make certain configuration decisions such as :

```
#if UAT
    using WCFServiceUAT;
#else
    using WCFServicePRD;
#endif

```

So now, when I go to deploy the production version of this application, I will have to remove the `#define` statement in many different places, which seems error prone and a generally bad idea. I am looking for something such as Conditional Compilation Constants where I can define this once, and have it affect the entire project.

This type of configuration control is only being used in C# files. the `#define` statement used to only need to be changed in Default.aspx.cs and Common.cs, but since my restructuring efforts, it now appears a lot more. Though it would be nice for my site.master file to change the header based off of some configuration, it is much less of a concern.

I have attempted to alter the build configuration properties for the project but do not have any options such as conditional compilation constants and am assuming that it is not supported for my type of project. Is there any other way to put a `#define` on a global project level, instead of at the top of every file? The only solution I have found is for a Web application project, and based on <https://msdn.microsoft.com/en-us/library/dd547590%28v=vs.110%29.aspx> Web Application Projects Vs Web Site Projects, I do not believe I am working with a web application type project because there is no .csproj file.

<p>This code isn't working due to Error that I couldn't get which is :</p>

Expected '}'
type specifier missing default to 'int'
Expected parameter declaration
conflicting types or 'NSLog'

<p>this error only appear in line 4 </p>

<p>please help thanks,</p>

```
<pre><code>#import <Foundation/Foundation.h>;
#define SYS
#ifdef SYS
    NSLog(@"SYS is Define ");
#endif

#define minimum(x,y) (x < y ? x:y)
#define Lower_case(x) ((x>'a') && (x<'z'))
#define ToUpper_case(x) ((x-'a')+'A')
#define Uper_case(x) (Lower_case(x) ? (x-'a')+'A':x)

@interface NewDef : NSObject

@end
</code></pre>
```

31372636

Conditional compilation error in objective-c

I am building an application for the raspberry pi and use pi4j as a dependency for Software PWM on GPIO. I'd like to test my code on my local machine though, so I would like to compile my code without the pi4j dependency and skip method calls to the library.

Example code:

```
(ns led-server.model
  (:require [clojure.tools.logging :as log])
  (:import [com.pi4j.wiringpi SoftPwm Gpio])) ;; pi4j dependency, only compiles on rPi
```

```
(defn- soft-pwm-write [pin value]
  (let [ival (Math/round (double (* value RANGE)))]
    (SoftPwm/softPwmWrite pin ival) ;; call to pi4j. This is what I want to skip
    (log/info "pin" pin "set to" ival))
  )
</code></pre>
```

pi4j requires the wiringPi C library, which is only available on the raspberry pi (which makes sense). For testing on my dev machine it would be sufficient to see the log printout. I don't want to comment out the `:import` and method calls for testing, I would like a more elegant solution.

31379662

conditional compilation for test / deploy build with

<p>My VHDL testbench uses some features that are specific to VHDL'2008 but, depending on what exactly I'm testing or which software I'm using for the simulation, it cannot always be compiled in VHDL'2008.</p>

<p>To cope with that, I created 2 versions of this testbench : </p>

The full version, compiled in VHDL'2008.

The light one, with all VHDL'2008 lines deleted, compiled in VHDL'93.

<p>However, maintaining two nearly identical versions of this testbench is really an annoying thing to do, so I would like to merge them in some way.</p>

<p>I first thought I could use a generic and an "IF .. GENERATE" statement but this obviously doesn't allow me to '93-compile a file with '2008 features.</p>

<p>Is there a way to merge these 2 files and still compile the result with VHDL'93 ?</p>

31521465

VHDL - Conditional compilation

<p>I have a piece of code which is generating lots of warnings (deprecated API)</p>

<p>Using clang* I could do </p>

```
<pre><code>#pragma clang diagnostic push
#pragma clang diagnostic ignored "-Wdeprecated-declarations"
...
#pragma clang diagnostic pop
</code></pre>
```

<p>However this does not work in swift.</p>

<p>How to do it in swift ?</p>

<p>Note: I don't want to disable the warning globally, nor even file wide, but just disable a specific warning in a specific part of my source code.</p>

<p>Edit:

I looks like my note was not clear enough: I do NOT want conditional compilation (which is the proposed answer of the supposed duplicate).

I just want to silence a warning WITHOUT using the new APIs.</p>

31540446

How to silence a warning in swift

<p>i have 2 projects on my solution (in this case, both C# - could be VB/C#) and in one of these projects i have compilation symbols defined on the Properties > Build > Conditional Compilation Symbols tab.</p>

<p>Let's say i defined: BUILDLIBABC.</p>

<p>What i want is to be able to define this compilation symbol on 1 project and use it on all projects on my solution. The symbol is defined on "mylib1" (a DLL project) and i want to use that on my EXE project "myexe1" (an Windows Forms project) so, when i set this symbol on/off, the code on the EXE project is set as well.</p>

<p>Is there a way to do it?</p>

31545758

Conditional Compilation Symbols

<p>What is the exact syntax for conditional compilation in Haxe checking against the version number?</p>

<p>According to <code>haxe --help-defines</code> the haxedef for haxe compiler version is "haxe-ver" which I assume becomes "haxe_ver" in code.</p>

<p>So I want to check if the version number is at least 3.2.0. I initially tried:</p>

<p><code>#if (haxe_ver >= 3.2.0)</code></p>

<p>but that didn't seem to work. Then I tried:</p>

<p><code>#if !haxe_ver < 3.2.0</code></p>

<p>And that seemed to compile, but I want to be sure.</p>

31565989

Conditional compilation based on Haxe compiler ve

<p>Let's say I'm writing a Scala library L that depends on some dependency D and is consumed by a program P and another program Q. P depends on version 3.2 of D directly while Q depends on version 3.3 directly. </p>

<p>Between those two versions D's API was shuffled so that to get the same function I use in L, I must write different import statements in L. Likewise P relies on 3.2-specific behavior whereas Q relies on 3.3-specific behavior.</p>

<p>Now, normally what will happen is that the most recent version of D will be chosen when compiling P and Q, but this will cause either P to break if L depends on version 3.3 of the library or L to break when compiling Q if L depends on version 3.2 of D.</p>

<p>I would ideally like the same version of L to be used by both P and Q since L's public API does not change. Is this possible?</p>

<p>The general method that comes to mind is conditional compilation of L based on dependency resolution. This seems unachievable though in the JVM world since we don't transitively compile a project's dependencies and instead rely on precompiled artifacts.</p>

<p>I can do this right now with SBT if D is Scala itself (i.e. cross-compiling with different Scala versions and having version specific code live in its own directories), but this is something of a hack from the viewpoint of dependency resolution since SBT changes the names of the artifacts to allow this cross-compilation to work.</p>

31569758

How can I use SBT to help my library get around tra

<p>What is the best way to disable debug data from a gulp production build? The documented way to disable debug data is:</p>

```
<pre><code>myApp.config(['$compileProvider', function ($compileProvider) {  
  $compileProvider.debugInfoEnabled(false);  
}]);  
</code></pre>
```

<p>I'm using gulp-typescript to build the app. Since Typescript has no conditional compilation, I have no idea how I could set the parameter from true to false in a gulp production build without changing the code. </p>

<p>The only solution I can think of is to conditionally add <code>debug.ts</code> or <code>release.ts</code> to the <code>gulp.src</code> for <code>gulp-typescript</code>. Do you know a better solution?</p>

31585930

Disabling AngularJS debug data in a gulp / typescript

I have a very strange bug in `Debug` mode in an F# assembly, and this bug disappears in `Release` mode. I have tried .NET 4.0, 4.5, 4.6, I also tried on a machine that doesn't have VS2015 and .NET 4.6. I also tried F# 3.1 and 4.0.

<blockquote>

<p>System.TypeLoadException : The generic type 'System.Tuple`3' was used with an invalid instantiation in assembly 'mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089'.</p>

</blockquote>

or (the difference is only in Tuple'2 or '3)

<blockquote>

<p>System.TypeLoadException : The generic type 'System.Tuple`2' was used with an invalid instantiation in assembly 'mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089'.</p>

</blockquote>

I develop in release mode with a special flag `Prerelease` for conditional compilation - to be able to run meaningful performance benchmarks in `Release` on every change (the flag is set in both Debug and Release). Therefore, I have no place where `if DEBUG...` is used, and I have double-checked this.

What this error means? Do you have any idea where to look for the fix? I have no idea and still cannot chase the place where it is actually thrown. The stack trace is not useful as it shows the top calling method.

In my build output, I have a warning that I have never seen before, but it appears in both `Debug` and `Release` and is probably irrelevant.

<blockquote>

<p>FSC: warning FS3186: An error occurred while reading the F# metadata node at position 3223 in table 'itypars' of assembly 'Spreads.Collections, Version=0.0.31.0, Culture=neutral, PublicKeyToken=null'. The node had no matching declaration. Please report this warning. You may need to recompile the F# assembly you are using.</p>

</blockquote>

<p>I have started a very simple "kick the tires" ASP.Net MVC (beta) project in VS2015 and am having an issue wrapping my head around the DNX and DNX Core references.</p>

<p>In this example I am trying to use <code>DateTime.ToShortDateString()</code> and have the intellisense for DNX Core enabled.</p>

<p></p>

<p>I understand that this is because this isn't implemented in DNX Core and I can wrap compiler directives around it.</p>

<p></p>

<p>Is this the correct approach? Are the differences between the two platforms documented anywhere? Finally, if I'm an all Windows, all IIS all the time shop does the DNX Core offer anything or should my first task to be to just remove it from the project.json file?</p>

31654505

DNX vs DNX Core

<p>par2 has a small and fairly clean C++ codebase, which I think builds fine on GNU/Linux, OS X, and Windows (with MSVC++).</p>

<p>I'd like to incorporate an x86-64 asm version of the one function that takes nearly all the CPU time. (mailing list posts with more details. My implementation/benchmark here.)</p>

<p>Intrinsics would be the obvious solution, but gcc doesn't generate good enough code for getting one byte at a time from a 64bit register for use as an index into a LUT. I might also take the time to schedule instructions so each uop cache line holds a multiple of 4 uops, since uop throughput is the bottleneck even when the input/output buffer is a decent size.</p>

<p>I'd prefer not to introduce a build-dependency on yasm, since many people have gcc installed, but not yasm. </p>

<p>Is there a way to write a function in asm in a separate file that gcc / clang and MSVC can assemble? The goals are:</p>

- no extra software as a build-dep. (no YASM).
- only one version of each asm function. (no maintaining MASM & AT&T versions of the same code.)

<p>Par2cmdline's build systems is autoconf/automake for Unix, MSVC <code>.sln</code> for Windows.</p>

<p>I know GNU assemble has a <code>.intel_syntax noprefix</code> directive, but that only changes instruction formats, not other assembler directives. e.g. <code>.align 16</code> vs. <code>align 16</code>. My code is fairly simple and small, so it would be ok to work around the different directives with C-preprocessor <code>#define</code>s, if that can work.</p>

<p>I'm assuming that doing CPU-detection and setting a function pointer based on the result shouldn't be a problem in C++, even if I have to use some <code>#ifdef</code> conditional compilation for that.</p>

<p>If there isn't a solution to what I'm hoping for, I'll probably introduce a build-depend on yasm and have a <code>./configure --no-asm</code> option to disable asm speedups for

<p>Microsoft.CodeAnalysis (née Roslyn) allows you to create "analyzers" to inspect your code within Visual Studio and (optionally) provide code-fixes to automatically solve the issue.</p>

<p>Generally-speaking, any analyzer you create will always be active in every project. However, sometimes you may want to create a set of analyzers for your team that you want to be active only for that team's projects. The only way I could find of being able to do that was to make use of a custom preprocessor symbol.</p>

<p>So, for your team's projects, you could add an entry in "Conditional compilation symbols" for your team, such as <code>MYTEAM</code>.</p>

<p>Next in your analyzer, your context should provide you with some AST node from which you can obtain the current syntax tree. From the syntax tree, you can get its options, which include the set of active preprocessor symbols ("Conditional compilation symbols"). Thus, to make an analyzer specific to your team, simply abort if you don't find your custom symbol:</p>

```
<pre><code>private void Action(SyntaxNodeAnalysisContext context)
{
    if (!context.Node.SyntaxTree.Options.PreprocessorSymbolNames.Contains("MYTEAM"))
    {
        return;
    }

    // Code for your team-specific analyzer follows
}
</code></pre>
```

<p>This feels like a hack, so I'd like to know if this is the idiomatic way to constrain an analyzer using Roslyn. Or perhaps there's a better way? (And by "better" way, I mean being able to determine whether or not to use your analyzer without having to modify the "Conditional compilation symbols". Perhaps by interrogating the existence of a custom assembly-level attribute.)</p>

<p>Bakground</p>

<p>I am using Google Play Services in my project for various reasons. Google Play Services are a big dependancy which is drastically increases my build time. So I would like to disable Google Play Services for my "Debug" version , so I could compile my project faster.</p>

<p>What I do ? </p>

<p>To exclude Google Play Services during my debug builds , I just do the conditional compilation like this :</p>

```
<pre><code>releaseCompile 'com.google.android.gms:play-services-plus:7.5.+'
releaseCompile 'com.google.android.gms:play-services-ads:7.5.+'
releaseCompile 'com.google.android.gms:play-services-gcm:7.5.+'
</code></pre>
```

<p>So Google Play Services are being compiled only for release builds , and not included in Debug builds.So far so good.</p>

<p>A pitfall</p>

<p>There are some classes in my code that are dependent on Google Play Services.I can easily abstract them with interfaces , and load stubs instead.But the problem is , those classes are still being compiled during my "Debug" build even though I am not referencing them directly (in fact I am loading them using reflection).</p>

<p>Workaround</p>

<p>To ignore compilation errors for classes I am not using ,I just exclude them from source sets in debug build type like this :</p>

```
<pre><code> debug {
    minifyEnabled false
    sourceSets {
        main {
            java {
                exclude '**/tracking/impl/**'
                exclude '**/GoogleApiClientWrapper.java'
            }
        }
    }
}
```

The D [documentation](http://dlang.org/version.html#predefined-versions "Official D documentation") talks about predefined version identifiers, but not how to define your own version. How do I do it?

Since this feature is supposed to be the D counterpart to C/C++'s `#if`/`#ifdef`, I doubt they would lock us to only the predefined versions.

31978160

D: Define custom version identifier for conditional compilation

I'm looking for a way to implement something like this:

```
<code>#if CSHARP_COMPILER_IS_FOR_CSHARP_6_OR_HIGHER
    foo?.Bar();
#else
    if (foo != null)
    {
        foo.Bar();
    }
#endif
</code></pre>
```

Of course, I could define a conditional compilation symbol by myself, but it isn't suitable.

Is there any built-in constant?

The questions I found are rather old. Maybe, the things were changed to the best?

31983262

Conditional compilation depending on compiler version

I'm currently converting our .net business objects library to a PCL file so that it can be used with Xamarin IOS/Android and while it contains mainly POCO objects, it also contains custom exceptions but this is throwing errors.

Take a typical Custom Exception:

```
[Serializable]
public class EncryptKeyNotFoundException : Exception
{
    public EncryptKeyNotFoundException()
        : base() { }

    public EncryptKeyNotFoundException(string message)
        : base(message) { }

    public EncryptKeyNotFoundException(string format, params object[] args)
        : base(string.Format(format, args)) { }

    public EncryptKeyNotFoundException(string message, Exception innerException)
        : base(message, innerException) { }

    public EncryptKeyNotFoundException(string format, Exception innerException, params
object[] args)
        : base(string.Format(format, args), innerException) { }

    protected EncryptKeyNotFoundException(SerializationInfo info, StreamingContext context)
        : base(info, context) { }
}
```

As expected the PCL doesn't like `[Serializable]` and `SerializationInfo`. While I might get away with sticking `[DataContract]` instead of using `[Serializable]`, it still won't resolve the issue with `SerializationInfo`.

Is there anyway to circumvent this problem?

Thanks.

Update:

<p>What's the easiest way to write code that takes advantage of generics when compiled with Xcode 7 but can also be compiled on Xcode 6?</p>

<p>I would guess that some sort of a preprocessor trick can do the job, maybe something like this:</p>

```
<pre><code>#define XCODE7_ONLY(x) ...
```

```
NSMutableDictionary XCODE7_ONLY(&lt;NSString*, NSString*&gt;)* dictionary;
</code></pre>
```

32246652

Objective C generics - Conditional compilation

<p>I'm trying to write a conditional compilation rule. If the source file contains two consecutive dollar signs, I want an extra step (latexMathToWeb below) to be performed. The problem is that the automatic variable \$< is not being passed to the shell (so the grep wants to read from stdin). Here's my rule so far:</p>

```
<pre><code>%.xml : %.q
ifeq ($(shell grep \\$\\$ $&lt; ; echo $$?),0)
  echo building math containing xml for $*...
  quiz2xml $&lt; | latexMathToWeb &gt; $@
else
  echo building non math xml for $*...
  quiz2xml $&lt; &gt; $@
endif
</code></pre>
```

<p>I currently have this problem solved by using a simple shell script to make the decision and do the build, but it would be nicer if I can do it all in the makefile.</p>

32252933

How do I pass an automatic variable to the shell in

<p>Let's say I have a code like this:</p>

```
<pre><code>#define ABC
```

```
#ifdef ABC
int foo = 1;
#else
int bar = 2;
#endif
</code></pre>
```

<p>I want to modify displaying of the text inside <code>else</code> part of conditional compilation. </p>

<p>I'm using dark scheme in VS2012. Current setting will drop all colors except constants, comments and keywords which will get bit darker. I would like to change it to either drop all colors completely or change everything to different color.</p>

<p>I would really love to have the part which is not complied crossed (or at least italic) but that does not seem to be possible in VS editor at all.</p>

32398460

How to change font or color setting of code disable

<p>I guess this is not possible (yet) but not sure. I need to do conditional compilation based on current date. Something like:</p>

```
<pre><code>#if (__CURRENT_YEAR &lt; 2016)
...
#endif
</code></pre>
```

<p>I need to exclude something from project after some months and be sure that this will not be forgotten (in future releases).</p>

32481719

C/C++ preprocessor #if with datetime

<p>I have test.cpp and test.h files.
inside these files I need to have a conditional compilation.</p>

```
<pre><code>#ifdef CPR
    int iParameter=1;
#else
    int iParameter=2;
#endif
</code></pre>
```

<p>From the shell script when I invoke the compilation, based on the compilation flags I export something like CPR_BUILD.</p>

```
<pre><code>export CPR_BUILD=y
</code></pre>
```

<p>In makefile of this folder</p>

```
<pre><code>ifeq ($(CPR_BUILD),y)
    CXXFLAGS+=CPR
endif
</code></pre>
```

<p>This works for .cpp file.
But the conditional compilation does not work for moc_test.h.cpp file.</p>

<p>I guess I need to do something in module_name.pro file to make this available to moc.
But not sure how. Tried something like below, but it didn't work.</p>

```
<pre><code>CPR_BUILD {
    DEFINES += CPR
}
</code></pre>
```

I have a project comprised of several source modules and header files. Two of them (`s1.c`, `s2.c`) `#include` the same header file (`s3.h`). That header file contains conditional compilation construct, based on an externally defined macro:

```
#ifdef ExtMacro
#define IntMacro 1
#else
#define IntMacro 2
#endif

```

Now, `ExtMacro` is defined in `s1.c` before the `#include "s3.h"`, but is *not* defined in `s2.c`.

When opening the header file in the Eclipse editor, the code is parsed for syntax highlighting, and the parts that are excluded from the build are highlighted in gray background.

As you can see, the excluded part of `s3.h` depends on the context of its inclusion. But Eclipse chooses one of the including modules for the purpose of highlighting the header code.

Is there a way to tell Eclipse to highlight the header code in one context or another?

32590906

How to highlight a common header file based on di

<p>ASP.NET WebForms application. There is a custom web control (IE inherits from System.Web.UI.WebControls.WebControl). I can put breakpoints anywhere in CreateChildControls() or any other overloaded method and these breakpoints work fine. However, if I try to add a breakpoint to a method that is bound to a Button on the page, I get an error on the breakpoint:</p>

```
<pre><code>The breakpoint will not currently be hit. No executable code of the debugger's target code is associated with this line. Possible causes include: conditional compilation, compiler optimizations, or the target architecture of this line is not supported by the current debugger code type.
</code></pre>
```

<p>I've tried cleaning the solution, deleting all bin/obj folders, restarting local IIS, recycling the app pool, all to no avail.</p>

<p>Code is in VB.NET (sorry).
Here is the function definition (in the WebControl code):</p>

```
<pre><code> Private Sub AddToCartClick(ByVal sender As Object, ByVal e As System.
EventArgs)
    // breakpoint on line 1
</code></pre>
```

<p>Here is the code that ties the function to the Button:</p>

```
<pre><code> Dim button = new Button
AddHandler button.Click, AddressOf AddToCartClick
</code></pre>
```

<p>The code executes and has worked for a long time, but I cannot debug it with breakpoints.</p>

32915597

Unable to debug web control click handler

<p>I have a C++ code which I need to rewrite to C# and looks like this:</p>

```
<pre><code>class dppServerError: public dppBaseError
{
    public :
        dppServerError(DWORD ActionCode, const TCHAR* Description)
#ifdef POSTER_VER
        : dppBaseError(Description)
#else
        : dppBaseError(TEXT("Server text response: \"%s\""), Description)
#endif
        , m_AC(ActionCode), m_ErrorCode(dppERR_SERVER)
    {
    };
}</code></pre>
```

<p>Problem is I am not using #defines in my C# code and instead using <code>public const Enums</code>. Now, how can I duplicate above code in C#? the #ifdefs part? Can't I normally initialize member variables of base class in the body of the constructor of derived class? (without : syntax). Then I could do (in C#):</p>

```
<pre><code> dppServerError(uint ActionCode, string Description)
{
    // Initialize base class member
    if(Globals.ConfigEnum == POSTER_VER)
        dppBaseError = Description; // Can I initialize this base class ivar like this? without :
syntax?
    else
        dppBaseError = "Smth else" + Description;

    // These are just ivars from This class
    m_AC = ActionCode;
    m_ErrorCode = dppERR_SERVER;

};
</code></pre>
```

<p>PS. Someone told me this about #defines in C#</p>

<blockquote>

<p>"Be aware though: there is no guarantee that the conditional

I've the following code which is using preprocessor [conditional compilation directives](http://docs.mql4.com/basis/preprocessor/conditional_compilation):

```
#define foo
#define bar

#ifdef foo || !bar
    extern bool Verbose = FALSE;
#else
    extern bool Verbose = TRUE;
#endif

void start() {
}

```

which doesn't compile, because of the following error:

```
test.mq4(3,12) : error 175: '||' - expressions are not allowed on a global scope

```

However the code compiles fine when the first line (`foo`) is commented out which seems the compiler allows this expression in a global scope in that case (when `foo` is not defined).

You can try compiling above code using [mql.exe](http://files.metaquotes.net/metaquotes.software.corp/mt5/mql.exe) compiler (under Linux use `wine`):

```
mql.exe /mql4 test.mq4

```

So the question is:

Why this doesn't work
and **how do I define above preprocessor condition (`foo || !bar`) in a proper way?**

<p>Grunt-Haxe has been built around 3 years ago. Installing it along with NPM haxelib, did provide a way to compile pure JavaScript with one issue of not being able to utilize JQueryExtern library; it simply throws an error each time when trying to use jQuery class saying it can't be found, even if adding <code>import jQuery.*</code>. It compiles *.Hx files fine with Haxetoolkit but same does not work with haxe-NPM, haxelib, grunt-haxe it just ignores the JQueryExtern library when compiling. </p>

<p>Here is my grunt configuration - do I have something there that is causing these failures? The haxe version I use is Haxe 3.2.1., I can't run <code>gulp watch</code> as it would require a task assigned for Haxe but that does not exist yet</p>

```
<pre><code> haxe: {
  complete_example: {
    main    : 'Main',
    classpath: [ app.src.hx],
    libs    : ['jQueryExtern' ], /*specify haxelib libraries */
    //flags  : [ 'something', 'createjs' ], /* define conditional compilation flags */
    //macros  : [ 'Mymacro.doSomethingCool()' ], /*call the given macro*/
    //resources: [ 'activity/xml/map-layout.json@map_layout' ], /*define named resource
files*/
    //misc    : [ '-debug', '--dead-code-elimination', '--js-modern' ], /* add any other
arguments*/
    output   : app.dest.js + 'hx.js',
    onError  : function ( e ) {
      /*custom error message */
      console.log( 'There was a problem...\n' + e );
    },
    force    : true /*continue processing task (like --force)*/
  }
}
grunt.loadNpmTasks( 'grunt-haxe' );
</code></pre>
```

33103172

How to compile Haxe into JavaScript?

<p>I have a C# dll and I plan to write code with #ifs inside, e.g</p>

```
<pre><code>#if Constant
//do smth
#else
</code></pre>
```

<p>I know that then I need to add the <code>Constant</code> to my project settings, build and <code>Conditional compilation symbols</code>.</p>

<p>Then in another application I want to use this DLL.</p>

<p>But I was told about this approach:</p>

<blockquote>
<p>"Be aware though: there is no guarantee that the conditional compilation symbol is the same for all projects in your solution. This will hinder reuse of your DLLs by other solutions that want different conditional compilation symbols."</p>
</blockquote>

<p>I don't understand what is meant here. I am beginner with .NET. Can you please explain what is meant above and what problems may I encounter if I use #ifs inside my C# dll?</p>

<p>I only have one project in my solution and later I will give my DLL to other people who will use it in their program.</p>

<p>Update: So is not the compilation symbol embedded inside the DLL? If project A wants to use this DLL, should project A also define the compilation symbol?</p>

33121587

Use #if in C# DLL

This question is about printing ALL content (including off screen content) of WKWebView. Currently (still, as of iOS 10.2 or OSX 10.12) there is NO working solution and none of the supposed solutions on Stackoverflow work. Only provide an answer here if you have verified for yourself that you can print OFF SCREEN CONTENT, and if you did then provide the working example code.

I'm trying to print ***ALL*** the content of a **WKWebView** or **WebView** on OSX 10.10 or above (Currently running on 10.11.2). For example, a wide html table where columns are out of view and off to the right. Earlier versions of OSX would automatically paginate and correctly print all the html.

I've tried using the solutions available here on Stackoverflow and elsewhere. All essentially say the same thing which is to print the `documentView` like so:

```
[[NSPrintOperation printOperationWithView:_webView.mainFrame.frameView.  
documentView printInfo:plInfo] runOperation];  

```

This stopped working for both **WKWebView** or **WebView** in 10.10. If you do this:

```
[[NSPrintOperation printOperationWithView:_wkWebView printInfo:plInfo]  
runOperation];  

```

You get pagination but the printout includes scroll bars `WebView`, and the other `WKWebView` gives you blank pages.

I can't find any mention whatsoever in Apple documentation about printing for **WKWebView** on OSX. Nor can I find any answer that is OSX specific and not iOS.

Does anyone have ANY idea how to print these on OSX?

UPDATE: This is a bug in WebView **[Radar:23159060]** and WKWebView does not even appear to address printing on OSX. After examining the Open Source for this class on the net, I see that ***all*** of the classes that have anything to do with printing are in a conditional compilation block that only supports platform: **iOS**.

<p>In C/C++ we've had </p>

```
<pre class="lang-c prettyprint-override"><code>#ifdef _DEBUG
```

```
...
```

```
#endif
```

```
</code></pre>
```

<p>In C# we've got </p>

```
<pre class="lang-cs prettyprint-override"><code>#if DEBUG
```

```
...
```

```
#endif
```

```
</code></pre>
```

<p>and </p>

```
<pre class="lang-cs prettyprint-override"><code>[Conditional("DEBUG")]
```

```
</code></pre>
```

<p>I don't expect anything as fancy as an attribute based way of dealing with debug only code but would like to know if there's a manifest constant kind of thing or any other way of making code only present in a debug build. For instance I'm doing the following in Lua at the moment:</p>

```
<pre class="lang-lua prettyprint-override"><code>if not type(parameters.callback) ==  
'function' then
```

```
    error('The "callback" parameter is not a function, or missing (nil).');
```

```
end
```

```
if not type(parameters.times) == 'number' then
```

```
    error('The "times" parameter is not a number or missing (nil).');
```

```
end
```

```
if not type(parameters.timeout) == 'number' then
```

<p>I was wondering if there are any official recommendations regarding the use of define in c++ language, precisely is it best to define in your header or your source file?
I am asking this to know if there are any official standards to live by, or is it just plain subjective... I don't need the whole set of standards but the source or a link to the guidelines, will suffice.</p>

<hr>

<p>LATER EDIT:

What is the explanation of the fact that <code>const</code> and <code>constexpr</code> have become the status quo, I am referring to <code>define</code> used as means of avoiding repetitive typing, it is clear in my mind that programmers should use the full potential of the c++ oop compiler. On the other hand, if it is so feared, why not remove it altogether? I mean, as far as I understand, <code>define</code> is used solely for conditional compilation, especially, as in making the same code work on different compilers.
Secondary, tiny question, the potential for errors is also the main reason why java doesn't have true C-style <code>define</code>?</p>

33710201

What is the best practice for define in C++?

Since `isnan` can be either a macro (in C++98) or a function defined in namespace `std` (in C++11), an obvious (and possibly naive) way to write the code that works in both cases is illustrated by this simple example

```
#include <cmath>

int main() {
    double x = 0;
    using namespace std;
    isnan(x);
}
```

However, compiling it gives errors both in GCC (with `-std=c++11`) and Clang:

```
test.cc: In function 'int main()':
test.cc:6:10: error: call of overloaded 'isnan(double&)' is ambiguous
    isnan(x);
    ^
test.cc:6:10: note: candidates are:
In file included from /usr/include/features.h:374:0,
                 from /usr/include/x86_64-linux-gnu/c++/4.8/bits/os_defines.h:39,
                 from /usr/include/x86_64-linux-gnu/c++/4.8/bits/c++config.h:426,
                 from /usr/include/c++/4.8/cmath:41,
                 from test.cc:1:
/usr/include/x86_64-linux-gnu/bits/mathcalls.h:234:1: note: int isnan(double)
__MATHDECL_1 (int,isnan,, (_Mdouble__ value)) __attribute__ ((__const__));
^
In file included from test.cc:1:0:
/usr/include/c++/4.8/cmath:626:3: note: constexpr bool std::isnan(long double)
    isnan(long double __x)
    ^
/usr/include/c++/4.8/cmath:622:3: note: constexpr bool std::isnan(double)
    isnan(double __x)
    ^
/usr/include/c++/4.8/cmath:618:3: note: constexpr bool std::isnan(float)
    isnan(float __x)
    ^
```

Why is this ambiguous in C++11 and how to make it work with both C++98 and C++11

In C++, many developers (perhaps even most of us) dislike macros and try to avoid them in favor of proper language constructs. And - it seems the language tends to be encouraging this as well. Gradually, we've been able to get rid of macro use in a lot of cases:

-

- Type polymorphism -> template programming

- Conditional compilation -> compile-time evaluation of template parameters, SFINAE, etc.

-

- `#include` guards -> `#pragma once` for some compilers, although I guess you can't trust that; soon we should have C++17 Modules and `import` instead of `include`.

-

My question is - what's left? What kinds of macro use are completely unavoidable, or very painful to avoid? The main examples I can think of is:

-

- Using filenames, line numbers and function/method names:

```
#define LOG(whatever, ...) log(__FUNCTION__, __FILE__, __LINE__, whatever, VA_ARGS)
```

- Syntactic sugar for taking a block of code as an "argument", e.g.

```
AT_SCOPE_EXIT { release_resource(); }
```

in Andrei Alexandrescu's <http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2014/n4189.pdf> [ScopeGuard](https://vimeo.com/97329153) (or check out the [video](https://vimeo.com/97329153)). Although I guess we don't *really* need to use the terse macro-using pseudo-syntax for that.

- Perhaps certain kinds of [Boost](http://www.boost.org/) voodoo?

- Backwards compatibility?

-

What other significant uses of macros am I missing? (No super-specific corner cases please.)

<p>I have an IAR project where parts are compiled depending on preprocessor symbols. For stack usage prediction, I need a <code>#pragma calls</code> directive listing the names of all functions potentially called through a function pointer, and it is an error to refer to a nonexistant function there.</p>

<p>Is there a way to pass the correct function list here, as <code>#pragma</code> and <code>#ifdef</code> are exclusive?</p>

33832491

"#pragma calls" and conditional compilation

<p>OS: linux/amd64

GO: 1.5.1</p>

<p>When running (<code>go run *.go</code>) the below code I get the following error and I don't understand what I'm doing wrong. I've read the official doc about build constraints. Shouldn't <code>foo_windows.go</code> be ignored?</p>

```
<pre><code># command-line-arguments
./foo_windows.go:3: hello redeclared in this block
    previous declaration at ./foo_linux.go:3
</code></pre>
```

<p>main.go</p>

```
<pre><code>package main
```

```
import "fmt"
```

```
func main() {
    fmt.Println(hello())
}
</code></pre>
```

<p>foo_linux.go</p>

```
<pre><code>package main
```

```
func hello() string {
    return "hello form linux"
}
</code></pre>
```

<p>foo_windows.go</p>

```
<pre><code>package main
```

```
func hello() string {
    return "hello form windows"
}
</code></pre>
```

I have some templates specialized for certain data types. Now in the x64 build the types are different, so it works fine. For a x32 build, the datatypes are the same, so I wonder if I can do a conditional compile only if the datatypes are different.

```
template <typename T> const typename NumericColumn<T>::MinDefault =
(typename T)INT_MIN;
template <typename T> const typename NumericColumn<T>::MaxDefault = (typename T)
INT_MAX;
template <typename T> const typename NumericColumn<T>::MinDefault = (typename T)0;
template <typename T> const typename NumericColumn<T>::MaxDefault = (typename T)
UINT_MAX;

// May not work in 32 bit build, but so far we don't need this anyway and if it is
// desired, it needs to be adjusted accordingly with an ifdef WIN32/WIN64
template <typename T> const typename NumericColumn<T>::MinDefault = (typename T)
LLONG_MIN;
template <typename T> const typename NumericColumn<T>::MaxDefault = (typename T)
LLONG_MAX;
template <typename T> const typename NumericColumn<T>::MinDefault = (typename T)0;
template <typename T> const typename NumericColumn<T>::MaxDefault = (typename T)
ULLONG_MAX;
```

In x32 `typename T` is `uint_t` is `int`, so I get a compiler error because the templates are instantiated twice.

I can of course use a

```
#ifdef WIN64
    template typename T...
#endif
```

But I was wondering if I can do this in C++ with comparing the type itself, which would be cleaner IMO. If I use a `static_assert` I can only generate an error, which of course is not what I need here.

I have recently tried using Visual Studio 2015 Community edition as my IDE for editing Unity C# scripts. I should note that I am also using ReSharper.

When I am using Unity conditional-compilation directives the code formats to include two lines before the initial if directive. Due to me formatting on save, every time I save I am inserting two more lines before this directive.

For example if I have

```
void SomeMethod() {  
    #if UNITY_WEBPLAYER  
    ...  
    #endif  
}
```

Every time I reformat the document two newlines are added above the #if. I have scoured the C# code formatting menu as well as the code formatting section under the ReSharper menu, and I am not seeing an entry for conditional compilation directives. Is there some option that these are merged with that I am not noticing, or am I just blind?

Any help is greatly appreciated!

33977563

Spacing issue with conditional compilation directives

I have a SQL Server 2005 DB project and am looking to deploy the Schema over an existing DB that is on a later version of SQL Server. The issue I have is that Change Tracking is enabled on the DB I wish to deploy to and so the first thing SSDT wants to do is disable CT. This poses a problem as I get the error below:

<blockquote>

<p>(43,1): SQL72014: .Net SqlClient Data Provider: Msg 22115, Level 16, State 1, Line 5 Change tracking is enabled for one or more tables in database 'Test'. Disable change tracking on each table before disabling it for the database. Use the sys.change_tracking_tables catalog view to obtain a list of tables for which change tracking is enabled. (39,0): SQL72045: Script execution error. The executed script:</p>

```
<pre><code>IF EXISTS (SELECT 1
    FROM [master].[dbo].[sysdatabases]
    WHERE [name] = N'$(DatabaseName)')
BEGIN
    ALTER DATABASE [$(DatabaseName)]
    SET CHANGE_TRACKING = OFF
    WITH ROLLBACK IMMEDIATE;
END
</code></pre>
</blockquote>
```

In an effort to get around this I have created a PreDeployment script that executes the below:

```
<pre><code>/* Run pre-deployment scripts to resolve issues */
IF(SELECT SUBSTRING(@@VERSION, 29,4)) = '11.0'

BEGIN

PRINT 'Enabling Change Tracking';

DECLARE @dbname VARCHAR(250)
SELECT @dbname = DB_NAME()

EXEC('
    IF NOT EXISTS(SELECT * FROM [master].[dbo].[sysdatabases] WHERE name = ''' +
@dbname + ''')
```

<p>I have a project with a reference that may or may not exist. I have code that uses that reference and I'd like to compile it only if the assembly exists. I'm thinking something along the lines of:</p>

```
<pre><code>#if ASSEMBLY_EXISTS
    AssemblyClass.DoSomething();
#endif
</code></pre>
```

<p>I could put a #define at the top and comment/uncomment as needed, but I'd prefer if it could just somehow know if it's there without my manual intervention, which leads me to believe that #if won't work for this situation. Is there another way to conditionally compile based on whether an assembly exists?</p>

34071716

C# conditional compilation if assembly exists

I am trying to generate sample data for an `@IBDesignable` control, so when building for IB I'm fooling the control into being its own datasource. The upshot is I'm adding some methods to a protocol only for use by IB, and as a good citizen I wish to remove these for a regular (non-IB build). </p>

I've distilled my problem down to the following code fragment. My protocol looks like this:</p>

```
protocol TestProtocol {  
    #if TARGET_INTERFACE_BUILDER  
        func myControl(control:AnyObject, colorForIndex index:UInt) -> UIColor?  
        func myControl(control:AnyObject, textForIndex index:UInt) -> String?  
    #endif  
}
```

This fails to compile, with a message that implies an method overloading error: `"error: declaration conflicts with previous value"`. The error message is on the second function declaration, and refers to the first function as the previous declaration it's clashing with.</p>

But these are not overloads, they have different signatures because of the named parameters. And this is such a standard delegate naming convention across Cocoa that I was resistant to renaming my methods without understanding why.</p>

Removing the `#if TARGET_INTERFACE_BUILDER` fixes the problem, so it is no longer a pressing issue for me, but I am completely stumped as to why adding this conditional compilation would produce such a bizarre error?</p>

34085366

Swift Protocol compilation error when using TARGET_INTERFACE_BUILDER

I have a windows application that should run in XP and above. But Windows API for XP is usually different from vista and above. What conditional compilation flags can I check to determine which windows OS the code is being compiled for? If not, is there any way to achieve this?

I think it should look something like this:

```
void SomeClass::SomeFunction()
{
    // Other code

#ifdef WINXP
    windowsXPCall();
#else
    WindowsCall();
#endif

    // Other code
}
```

34100118

Conditionally compilation in c++ based on windows

I was wondering if there is a way to conditionally exclude a block of code from being compiled in Scala using compile-time flags (i.e. some rough equivalent of the C family's `#define`). I am aware that there is no direct counterpart, and I don't think Scala's macros are what I need, so I was wondering if there is another way to do this.

In my current case specifically (and I provide this only as an example, because I've had other cases in the past that prompted the same question), I am building a library in ScalaJS. The library is a front-end component, and will primarily be used by my application - which is also using ScalaJS. However, I would like to allow this component to be called by native Javascript in other projects that are not using ScalaJS. As such, I want to have a user-configurable flag that will toggle the exporting of symbols to native Javascript upon request.

It makes no sense for these flags to be exported by default (in my application), since the only other code calling it will be other ScalaJS code, and thus having the overhead of exported symbols is pointless. Maintaining two separate code branches for something so trivial also seems like a futile effort.

This is basically what I have in mind (pseudo-code, of course):

```
<code>...
```

```
#if JS_EXPORT
@JSExport
#endif
case class componentProps(
  #if JS_EXPORT
  @(JSExport @field)
  #endif
  val propertyOne: Int
  #if JS_EXPORT
  @(JSExport @field)
  #endif
  val propertyTwo: String
)
```

```
...
```

```
</code></pre>
```

I am well aware that there is no pre-processor and the above is intended as pseudo-code only. I was just wondering if there is a way of accomplishing something similar, without

<p>Good afternoon all,</p>

<p>I'm writing a program to read license plates that has 11 files currently:</p>

<p>Main.cpp</p>

<p>DetectPlates.h
DetectPlates.cpp</p>

<p>DetectChars.h
DetectChars.cpp</p>

<p>PossiblePlate.h
PossiblePlate.cpp</p>

<p>PossibleChar.h
PossibleChar.cpp</p>

<p>Preprocess.h
Preprocess.cpp</p>

<p>I have a feature allowing showing the intermediate processing steps, or not. Current this is implemented by having a global variable in Main.cpp as follows:</p>

```
<pre><code>// global variables
////////////////////////////////////
const bool bInShowSteps = false;
</code></pre>
```

<p>Then in DetectPlates.h and DetectChars.h, I have the following:</p>

```
<pre><code>// external global variables
////////////////////////////////////
extern const bool bInShowSteps;
</code></pre>
```

<p>So in either DetectPlates.cpp or in DetectChars.cpp I can do something like the following:
</p>

```
<pre><code>if (bInShowSteps) {
    cv::imshow("1a", imgGrayscaleScene);
    cv::waitKey(10);
}
```

As we all know, `CGFloat` (which is ubiquitous in CoreGraphics, UIKit etc) can be a 32-bit or 64-bit floating point number, depending on the processor architecture.

In C, `CGFloat` it is a typealias to `float` or `double`, in Swift is it defined as a `struct CGFloat` with a `native` property (which is `Float` or `Double`).

It has been observed repeatedly that a `NSNumber` can be created from and converted to `Float` and `Double`, but that there exist not similar conversions from and to `CGFloat`. The general advice (e.g. in <http://stackoverflow.com/questions/34278923/convert-cgfloat-to-nsnumber-in-swift>)>Convert CGFloat to NSNumber in Swift) is to convert via `Double`

```
<code>CGFloat &lt;--&gt; Double &lt;--&gt; NSNumber
```

Example:

```
let c1 = CGFloat(12.3)
let num = NSNumber(double: Double(c1))
let c2 = CGFloat(num.doubleValue)
</code>
```

and that is simple and correct, no precision is lost. Also most platforms are 64-bit nowadays, and then the `CGFloat/Double` conversion is trivial and probably optimized by the compiler.

However, it aroused my curiosity if a conversion can be done *without* promoting `CGFloat` to `Double` on 32-bit platforms.

One could use a *build configuration statement* (as e.g. in <http://stackoverflow.com/questions/24184810/should-conditional-compilation-be-used-to-cope-with-difference-in-cgfloat-on-dif/24189648#24189648>)>Should conditional compilation be used to cope with difference in CGFloat on different architectures?):

```
extension NSNumber {
    // ...
    static let CGFloatDouble = Double(0.0)
    static let CGFloatFloat = Float(0.0)
}
```


<p>what is wrong with this <code>makefile</code>. I keep getting the following error. platform is being set in upper level makefile and is being passed to the sub makefile. I do use the same syntax for "ifneq" elsewhere in the makefiles. but this one is causing termination of compilation. not sure what's wrong Any white space issue that the GNU make is unable to understand? Please help. </p>

<pre><code>error:

| ifneq (,ulp_l100-3_8)
| /bin/sh: -c: line 0: syntax error near unexpected token `ulp_l100-3_8'
| /bin/sh: -c: line 0: `ifneq (,ulp_l100-3_8'

all:

\$(MAKE) -C \$(PWD)/\$(BCM_SDK)

ifneq (,\$(platform))

\$(MAKE) -C \$(PWD)/\$(BCM_SDK)/\$(BCM_SDK_LINUX_USER)/\$(platform)

fi

</code></pre>

<p>I want to call the 2nd MAKE in above code only when the platform variable is set. it is set like this. </p>

<pre><code>export platform = "ulp_l100-3_8"

</code></pre>

<p>If it is not set then do not call the make. I tried using <code>\$(platform)</code> on either side of comparison, but it didn't make a difference.</p>

34327430

Makefile error when using conditional compilation

<p>Can someone explain the concept of Conditional Compilation in PL/SQL? I have researched but can not quite understand the reasoning behind using it and what it actually does. An example would be great!</p>

<p>Also, I would like to know more about Conditional Compilation Control Tokens. What is a token in PL/SQL? </p>

<p>Thank you in advance for your help.</p>

34338162

Conditional Compilation PL/SQL

<p>Is there a better way to do this (in GCC C)?</p>

<p>I'm trying to define some symbols representing the hardware platform, to be used for conditional compilation.</p>

<p>But I also want printable strings describing the hardware (for diagnostics).</p>

<p>Ideally I'd like be able to do:</p>

```
<pre><code>#define HARDWARE "REV4C"

#if (HARDWARE == "REV4C")
    #define LED_RED    // define pin addresses, blah blah...
#endif

printf("HARDWARE %s\n", HARDWARE);
</code></pre>
```

<p>But I don't think that's allowed in C. This works, but it's ugly:</p>

```
<pre><code>#define REV4C  (403)  // symbols for conditional compilation
#define REV421 (421)

// #define HARDWARE REV4C // choose hardware platform (just one)
#define HARDWARE REV421

#if (HARDWARE == REV421) // define strings for printing
    #define HARDWARE_ID "REV421"
#elif (HARDWARE == REV4C)
    #define HARDWARE_ID "REV4C"
#else
    #define HARDWARE_ID "unknown"
#endif

#if (HARDWARE == REV421)
    #define LED_RED    // define pin addresses, blah blah...
#endif

/* ... */

printf("HARDWARE_ID %s\n", HARDWARE_ID);
</code></pre>
```

<p>I'm learning about header guards from http://www.learncpp.com/cpp-tutorial/110-a-first-look-at-the-preprocessor-and-header-guards/ tutorial.

Before explaining the idea of header guards the author used this code (which I copied to my program) to explain the idea of conditional compilation. </p>

```
<pre><code>#include <ostream>
#define PRINT_JOE
using namespace std;
#ifdef PRINT_JOE
cout <<< "Joe" <<< endl;
#endif

#ifdef PRINT_BOB
cout <<< "Bob" <<< endl;
#endif

int main()
{

}
</code></pre>
```

<p>The error I receive is the following:</p>

```
<pre><code>C:\Users\Administrator\Desktop\Test_programs\header_guards.cpp|5|error:
'cout' does not name a type|
|=== Build failed: 1 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ===|
</code></pre>
```

<p>An author of a tutorial stated that PRINT_JOE will compile because it's #defined while PRINT_BOB will not because it was not #defined. But the compiler gives an error. I learned from this that statements in C++ need to be inside a function. But one does not use the #define directive inside int main(). I am using gnu gcc compiler.</p>

<p>I have attached the sample of the make file. </p>

```
<pre><code># SELECT TARGET OPERATING SYSTEM
override OS = LINUX
#OS = WINDOWS
```

```
CC = gcc
SRC_DIR = src
INC_DIR = inc
OBJ_DIR = obj
CFLAGS = -c -Wall -I$(INC_DIR)
```

```
# CONDITIONAL COMPILATION
ifeq ($(OS), "WINDOWS")
SERIAL = Winsrcfile
CLEAR = cls
endif
ifeq ($(OS), "LINUX")
SERIAL = Linsrcfile
CLEAR = clear
endif
</code></pre>
```

<p>I am trying to achieve this...</p>

```
<pre><code>make OS=WINDOWS    // compile for windows
</code></pre>
```

<p>or </p>

```
<pre><code>make OS=LINUX    // compile for linux
</code></pre>
```

<p>from linux shell or windows command prompt and want default to be linux, if OS is not specified while executing 'make'. But the ifeq returns false in both cases, generating an error 'No rule to make target'. I read override directive & conditional syntax but it seems i havent got a clear idea of it. I have tried every alternate syntax of conditional syntax. But get error 'invalid syntax in conditional. Stop'</p>

My project uses 2 third party libraries (both more than 10 MB in size) for some speech processing features. I need only one of them at a time (almost like a [plugin](https://en.wikipedia.org/wiki/Component-based_software_engineering#Software_component)), a decision I make during build time. I have consumed methods of both libraries in the same module as of now. My `build.gradle` has flags like these :

```
buildConfigField "boolean", "USE_LIB_ONE", "true"
buildConfigField "boolean", "USE_LIB_TWO", "false"
```

In my Java code, I have checks like this :

```
if (BuildConfig.USE_LIB_ONE) {
    A.method();
} else if (BuildConfig.USE_LIB_TWO) {
    B.method();
}
```

My questions are:

- Is there a way to conditionally compile `LIBRARY_ONE` or `LIBRARY_TWO` based on `buildConfigField`? My APK is getting bulky even when I don't use the other library.
- Is there a cleaner way to design such projects? My codebase is bloated with if/else checks of the same condition.
- I guess gradle product flavors may help in this case, but I don't know a lot about it. Can someone please confirm if product flavors do help in conditional compilation?
- Can [ServiceLoader](http://developer.android.com/reference/java/util/ServiceLoader.html) be of any help here? On a non-Android project I would be possibly using it, but Android implementation sounds buggy based on some SO posts.

My question is NOT a duplicate of [this one](http://stackoverflow.com/questions/5560372/how-to-avoid-unused-resources-and-code-from-an-android-library-project-getting-it).

<p>Before you miscategorize this as a duplicate, know that I've read that and that I know it's not an exact duplicate. I'm looking for a functioning example here.</p>

<p>I've followed quite a bit of the documentation and tried to reuse an example. But I can't get my code to work. </p>

<p>My Cargo.toml looks like this:</p>

```
<pre><code>[package]
name = "Blahblah"
version = "0.3.0"
authors = ["ergh &lt;derngummit@ahwell.com">]
[dependencies]
```

```
[[bin]]
name = "target"
path = "src/main.rs"
```

```
[features]
default=["mmap_enabled"]
no_mmap=[]
mmap_enabled=[]
</code></pre>
```

<p>I'd just like my code to test locally with a different buffer origin than a mmap callback based on what feature configuration I pass to the cargo build command. So I have this in my code:</p>

```
<pre><code>    if cfg!(mmap_enabled) {
        println!("mmap_enabled bro!");
        ...
    }
    if cfg!(no_mmap) {
        println!("now it's not");
        ...
    }
}
```

I have two targets in my project **TargetA** and **TargetB**

TargetA bridging header file **TargetA-Bridging-Header.h**

```
#import "Class1.h"
#import "Class2.h"
#import "Class3.h"

```

TargetB bridging header file **TargetB-Bridging-Header.h**

```
#import "Class4.h"
#import "Class5.h"
#import "Class6.h"

```

There is one class of swift that is used in both Targets with name **"MyCombinedTargetsClass.swift"**

It has the following code

```
#if TARGETA
    Class2.instance().someMethod()
#endif

```

Now the problem is if I compile TargetA then it succeeds but If I compile TargetB it gives me error "unresolved identifier Class2" though the code is written under macro of TargetA **#if TARGETA**

35405833

Conditional Compilation not succeeding swift

I need to access to Type.GetProperties in my UWP platform, but my Type class lags of that method.

In my mind it's because of the subset methods we have in UWP, but trying to find information, I found this: <http://stackoverflow.com/questions/35359942/type-getproperties-doesnt-work-in-release/35361710>>Type.GetProperties() doesn't work in Release so that method really exists in UWP.

If I go to the definition of Type, the first lines are like this:

```
#region Assembly System.Runtime, Version=4.0.20.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a
// C:\Users\JoséÁngel\.nuget\packages\System.Runtime\4.0.20\ref\dotnet\System.Runtime.
dll
#endregion
</code></pre>
```

Maybe there is something wrong in my nuget configuration?

The conditional compilation symbols of the project are:

```
NETFX_CORE;WINDOWS_UWP;CODE_ANALYSIS
</code></pre>
```

I tried with and without "Compile with .NET Native tool chain" option.

The Target is Universal Windows

The Target version is: Windows 10 (10.0; Build 10586)
The Min version is: Windows 10 (10.0; Build 10240)

but I also tried with Min version: Windows 10 (10.0; Build 10586)

and in NuGET, the project only has Microsoft.NETCore.UniversalWindowsPlatform v5.0.0

I'm currently struggling to get Azure > App Service > Mobile App > Offline Sync running. In my current experiment I'm trying to strictly follow the instruction.

So I did as follows:

Iteration 1

- Defined an App Service on Azure (with new DB etc.)
- Download the Quick Start C# backend VS solution
- Download the Quick Start Xamarin.Forms App
- Integrate the Xamarin.Forms PCL and Droid projects into the 1st solution

=> Test: TodoList App works as expected. Cool!

Iteration 2

- Added OFFLINE_SYNC_ENABLED to "Conditional compilation symbols" to the project properties
- Run the app again on my Nexus 5 (Android 6.0 - API 23)

=> Pull async is called... but nothing happens. So my todoItems stored in the Azure DB do not appear.

The only more or less interesting log I found is this line:
02-23 09:39:55.280 I/mono-stdout(25706): Invalid sync operation: The request could not be completed. (Bad Request)

I couldn't recognize any traffic via fiddler.

For me it looks like the templates on azure wont work...

Am I doing something wrong? Do you have any suggestions?

Thanks a lot!

Additional facts:

<p>A simple question really..
I don't know about c# but in vb.net in VS2013 I can get intellisense
about compilation constants when using #if etc.</p>

<p>But in VS2015 this doesn't happen..</p>

<p>Has it been removed or do I have a problem on my machine?</p>

<p>This is VS2013</p>

<p></p>

<p>And this is VS2015</p>

<p></p>

35640209

Is it me or Visual Studio 2015 doesn't provide intell

<p>In the MSDN (https://msdn.microsoft.com/en-us/library/ew2hz0yd.aspx) I see the following: </p>

<blockquote>

<p>All conditional-compilation directives, such as #if and #ifdef, must be matched with closing #endif directives prior to the end of file; otherwise, an error message is generated. When conditional-compilation directives are contained in include files, they must satisfy the same conditions: There must be no unmatched conditional-compilation directives at the end of the include file.</p>

</blockquote>

<p>Well, simple and clear. At the same time I cannot find something like that in the C++11 standard. My question is this legal limitation?</p>

<p>I fully understand that splitting conditional compilation over several <code>#include</code> layers is not a good idea and should be avoided.</p>

<p>Does anybody know how other compilers (GCC, CLANG) handle this case? Maybe this was discussed somewhere?</p>

35689094

Can #if conditional areas cross include file boundar

TL;DR

minifyify (the Browserify plugin) makes use of uglify-js but appears to be unable to handle [Conditional compilation](https://github.com/mishoo/UglifyJS2#conditional-compilation):

- compression works
- uglifyjs alone works for conditional compilation
- minifyify provides additional compilation optimization but I have been unable to use conditional compilation with it

I'm using Browserify with the babelify transformer and the minifyify plugin. Here is the cmd, broken down in readable parts:

```
browserify
src/scripts/app/index.js
-o
build/prod/public/assets/js/appBundle.min.js
-t
[ babelify --presets [ es2015 ] ]
-p
[ minifyify --no-map --uglify [ --compress [ --drop_console --dead_code --conditionals --
unused --if_return ] --mangle --screw-ie8 --define [ DEBUG=false ] ] ]
```

I've gotten every setting/option to work. However, I am unable to get conditional compilation to work. Minifyify uses uglifyjs' minify method. The fact I'm passing by minifyify shouldn't really change anything.

Building directly through uglifyjs works

```
uglifyjs input.js --compress --dead_code --define DEBUG=false -o output.js
```

But then I lose the additional compressions/optimizations provided by minifyify.

<p>I work in a Project Group composed by 3 projects with common units.</p>

<p>in project 1, i wrote in the project source :</p>

```
<pre><code>program Project1;
{$DEFINE FIRSTPROJECT}
uses
.....
</code></pre>
```

<p>in project 2, i wrote in the project source :</p>

```
<pre><code>program Project2;
{$DEFINE SECONDPROJECT}
uses
.....
</code></pre>
```

<p>Then in the differents units code i wrote :</p>

```
<pre><code>...
{$IFDEF FIRSTPROJECT}
do this
{$ELSE}
do that
{$ENDIF}
...
</code></pre>
```

<p>The first project code is never compiled (it's just ignore). But if i put the {\$DEFINE FIRSTPROJET} in same unit then it work... (in Delphi2009).</p>

<p>How can i spread my compilation directive threw all the file used ? Just depending on which project i want to compile...</p>

<p>Suppose a Visual Studio project <code>ProjectA.SampleClass</code> that has a method wrapped inside <code>#if DEBUG ... #endif</code> symbols, i.e. the method will only be included in Debug builds:</p>

```
<pre><code>public class SampleClass
{
    ...
    #if DEBUG
    public void ConditionalMethod() { ... }
    #endif
}
</code></pre>
```

<p>Another project, <code>ProjectB</code>, calls <code>SampleClass.ConditionalMethod()</code>, but obviously it can only do successfully if ProjectA defines a DEBUG constant.</p>

<p>Is there a built-in way to check in <code>ProjectB</code>, at compile time, if <code>ProjectA</code> has the DEBUG constant defined? Something like this:</p>

```
<pre><code>#if ProjectA.DEBUG
ProjectA.SampleClass.ConditionalMethod();
#endif
</code></pre>
```

<p>I can think of some obscure AOP ways to achieve something like this with post-compilation IL editing, but that's not very desirable.</p>

35896090

How to achieve conditional compilation in one proj

<p>I tried to search for a #define/#const default list (such as DEBUG and TRACE) with but found nothing on the internet...</p>

<p>I have a source file for generic helper methods (utility ones like custom operators, extensions to work with strings, to popup a form with a property grid editor and so on) that is shared (using Add Existing Item -> Link) between multiple projects. </p>

<p>Some of the functions defined are relative to WinForms and this causes the compiler to complain about it, when building Console projects because of the missing reference to System.Windows.Forms.</p>

<p>Is there any #Const or #define that tells the current application type(<code>< MyType>WindowsForms</MyType></code>)?

I do not want to split it in two files so I am looking for some workaround that doesn't involve the creation of a class library, the referencing of winforms from console, and the definition of a constant for every project (this because i feel bad at not being able to somehow use the already specified application type in the project properties).</p>

<p>I think this problem could be generalized to:</p>

<p>(How) can I determine if an assembly\namespace is referenced in the project at compile time in order to apply conditional compilation?</p>

35949853

How to compile a snippet of code conditionally onl

<p>We have produced several other .exe programs that work fine.
Have no idea why this one cannot run on a 64-bit OS.
Have specifically selected 64-bit in the project settings and when building it in TeamCity.</p>

<p>Project settings:
Conditional compilation symbols: Empty
Define DEBUG constant: False
Define TRACE constant: True
Platform target: x64
Prefer 32-bit: disabled
Allow unsafe code: false
Optimize code: true (false same error just uses the .exe file name as title instead of the 16-bit stuff)</p>

<p>Edit:
When debugging the app (the error only occurs on a server) it produced the error:
BadImageFormatException.</p>

<p>We are using NDesk.Options for reading arguments.
Will try removing that.</p>

36216297

.NET 4.5 .exe producing error: Unsupported 16-bit

<p>There was some issue in MVC minification due to which I need to put manually minified js & css in bundles with conditional compilation statements like:</p>

```
<pre><code>bundles.Add(new ScriptBundle("~/bundles/mainJS").Include(
    #if DEBUG
        "~/Content/js/Main.js",
        "~/Content/js/Helper.js"));
    #else
        "~/Content/js/Main.min.js",
        "~/Content/js/Helper.min.js"));
    #endif
</code></pre>
```

<p>Here it works like statements in <code>#if DEBUG</code> are used in debug mode & <code>#else</code> statements are used in release mode.</p>

<p>Now there is some fonts & image path resolution issue where fonts are used like:</p>

```
<pre><code>src: url(../fonts/roboto-condensed-bold.ttf);
</code></pre>
```

<p>Here ../ is culprit since it changes path in release mode when Bundling & minification is used by ASP.net in release mode.</p>

<p>Is there any conditional compiling statements in CSS?</p>

36350420

Using conditional compiling statements in CSS files

As you know in build 2016 conference, next version of visual studio was introduced as **Visual Studio Enterprise "15" Preview**. I downloaded ISO of this preview to check out C# 7.0 new features. As was said in C# presentation session on build conference, I added `__DEMO__` and `__DEMO_EXPERIMENTAL__` conditional compilation symbols to my project. Now I got these features working:

- Local Functions
- Digit Separators
- Binary Literals
- Pattern Matching

But these two do not working and build fails with errors:

- Ref Returns and Ref Locals
- Tuple Literal Syntax

Can you help me why I can not test these two last feature?

36570911

Which features of C# 7.0 are available in VS "15" Pr

<p>I have created new conditional compilation symbol in like NO_DESIGNER_SERIALIZE to decide serialization visibility is content or hidden in my source library. The code is like below,
</p>

<p>Code snippet : </p>

```
<pre><code>#if NO_DESIGNER_SERIALIZE
[DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)]
#else
[DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)]
#endif
</code></pre>
```

<p>I have two different samples, for one sample I need to use the serialization visibility to content. And another one sample, I need to avoid serialization, so I need to enable the serialization visibility to hidden. But both samples need to use the same assembly which is created by using above code. How can I enable or disable the serialization by using conditional compilation symbol in samples?</p>

<p>And this serialization of properties will be occurs in design time, so that only I am using the conditional compilation symbols instead of boolean variables. So How can i enable the conditional compilation in both samples?</p>

36819718

how can I enable the condition compilation symbol

I am a front end developer dealing with HTML, CSS, JS, Angular & React. I want to enhance my JavaScript to best possible level. I can easily deal with common JavaScript tasks, but I want to take hold of its most advance level. I found out following topics for Advanced Level JS. Kindly help me out if I Missed any topic:

- Function Overloading
- Type Checking
- Scopes, Closures, Context
- Object Creation
- Public, Private, Priviledged members
- Static Members
- Prototypal Inheritance
- Classical Inheritance
- Using Constructors to define types
- Prototypes and Prototype Inheritance
- Data Properties and Accessor Properties
- Recursion
- Variable scope
- Copying, Passing, and Comparing data
- Using Arrays
- Typed Arrays
- Collections
- Iterators & Generators
- Special Characters
- Template Strings
- Using the bind method
- Managing event listeners
- Troubleshooting your scripts
- conditional Compilation
- Conditional Compilation Variables
- Strict Mode
- Object Casting
- Dynamic Polymorphism
- Design Patterns

Reference:

- <http://rajchel.pl/docs/AdvancedJavaScript.pdf>

<p>What rules apply to the names of conditional compilation symbols in C#?</p>

<p>I've consulted the #define documentation, the /define compiler switch documentation, and the C# language specification. The #define and /define docs just say that you can define a symbol name, and that symbol names don't conflict with variable names. The language spec says that there is a "conditional-symbol" token, but doesn't appear to comment on what constitutes a valid symbol token - I might not be looking in quite the right place?</p>

Can conditional compilation symbols begin with numbers?

Can they contain special characters such as . (e.g. for use in a version-number-related symbol)? How about non-breaking spaces?

How about characters like #, {}, []?

<p>EDIT: a link to authoritative documentation would be useful</p>

37107832

What naming constraints apply to C# conditional co

<p>Our project compiles just fine on El Capitan. On Fuji with updated Xcode, it does not compile. We made small changes in several places so now it does compile. These changes are not compatible with pre-Fuji OSX, so we'd like to conditionally compile using #if directives.</p>

<p>What is the correct way to write such an #if directive?</p>

<p>We build the Fuji target version only on a machine running Fuji, and pre-Fuji only on a pre-Fuji machine, if that helps allow a simple solution.</p>

37198384

How to detect OSX Fuji (10.12) for conditional com

<p>In Visual Studio 2015, I would like to suppress these sort of warnings:</p>

<p></p>

<p>However, they doesn't seem to have a warning identifier, so I can't apply solutions like
this.</p>

<hr>

<p>I understand the warnings but they are not resolvable in a friendly way so I want to hide them, my project is already handling those assemblies properly, but I will explain why the warnings are not resolvable:</p>

<p>My solution has two solution configurations, one to compile the solution under .NetFx4 and the other for .NetFx45, for that I use a conditional compilation constant and also a manual step because I need to manually change the targetting framework of the solution after changing the solution configuration, so the assemblies gives a warning when the solution is configured to target .NetFx4 instead .NetFx45, however, in the solution explorer the assemblies are set to NEVER copy them to the deployment folder, and also the classes that imports those assemblies are inside conditional compilation constants, so really there is any risk of error.</p>

37450686

How to suppress assembly reference warnings in V

Recently I've been working on a project which needs to use a `.NET 3.5` Dll library, and the team is using Python3.x environment. </p>

So I went to the Python for .NET's github repo and downloaded the source code and tried compiling myself using Visual Studio 2013.</p>

In the source, there is a MVSC solution file named `pythonnet`, and I just opened the project and tried compiling `Python.Runtime`.</p>

By default, the `Conditional compilation symbols` is `PYTHON27, UCS4`. So I changed it to `PYTHON35, UCS2` to match my requirement. And I was able to compile it successfully.

</p>

But since it needs to work with `.NET Framework 3.5`, then I changed `Target Framework` from `.NET Framework 4.0` to `.NET Framework 3.5`. But this time I got a lot of errors when compiling and the compilation failed.</p>

Could anyone please help me with the compilation so that I can compile the **Python for .NET** which works for both **.NET 3.5** and **Python3.x**?</p>

<p>Is it possible to define a constant in source code that can be overridden by a compiler flag? That is, something like setting a <code>#define</code> value in the C Preprocessor with the <code>-D key=val</code> option to the compiler.</p>

<p>I have read about conditional compilation via the <code>#[cfg(...)]</code> attribute, but that only seems to support booleans. In my case I want to allow the user to set the value of a constant during compilation.</p>

<p>Something like this:</p>

```
<pre><code>#[from_cfg("max_dimensions")]
const MAX_DIMENSIONS: usize = 100_000;
</code></pre>
```

37526598

Overriding constant via compiler option

<p>I need to build two versions of my project with different conditional compilation symbols so I made a second project and added all the source files as links. It works, but whenever I create/rename/delete a file I need to go to the link project and manually update the link.</p>

<p>While writing this question, I found out about Shared Projects which sounded like exactly what I want, so I made a Shared Project, moved all my code into it, and referenced it in both of my regular projects.</p>

<p>When I open a file in a regular project where it has been added as a link, Visual Studio displays the file using the conditional compilation symbols of that project. I.E. If the project doesn't have DEBUG defined then any #if DEBUG regions will be greyed out. This is good.</p>

<p>But when I open a file in a shared project, it has no conditional compilation symbols so any #if regions are always greyed out. Writing grey code without any Intellisense would be extremely counter-productive compared to manually updating file links every now and then, so it makes me wonder if there's something I'm missing?</p>

37770462

Can a Visual Studio Shared Project display its files a

<p>Is there a way to conditionally compile part of Delphi code in Delphi only (but not in C++Builder)?</p>

<p>Rationale:</p>

<p>OmniThreadLibrary contains overloaded properties in type <code>TOmniValue</code>.</p>

```
<pre><code>property AsArrayItem[idx: integer]: TOmniValue
    read GetAsArrayItem write SetAsArrayItem; default;
property AsArrayItem[const name: string]: TOmniValue
    read GetAsArrayItem write SetAsArrayItem; default;
</code></pre>
```

<p>This concept does not translate to C++. (IOW, if you try to compile this code with C++Builder, compilation fails.)</p>

<p>One way to solve the problem is to rename one of the properties and remove the <code>default</code> specifier from it.</p>

```
<pre><code>property AsArrayItem[idx: integer]: TOmniValue
    read GetAsArrayItem write SetAsArrayItem; default;
property AsArrayItemByName[const name: string]: TOmniValue
    read GetAsArrayItemByName write SetAsArrayItemByName;
</code></pre>
```

<p>This way, however, is not backwards compatible and users of the library would have to change the source code that was using the <code>[string]</code> version of this default property.</p>

<p>I would like to keep the code backwards compatible and make it work in C++Builder. My idea was to do something like this</p>

```
<pre><code>property AsArrayItem[idx: integer]: TOmniValue
    read GetAsArrayItem write SetAsArrayItem; default;
{$IF CompilingInDelphi}
property AsArrayItem[const name: string]: TOmniValue
    read GetAsArrayItem write SetAsArrayItem; default;
{$ELSEIF CompilingInC++Builder}
property AsArrayItemByName[const name: string]: TOmniValue
    read GetAsArrayItemByName write SetAsArrayItemByName;
{$ENDIF}
</code></pre>
```

<p>I'm trying to add the fix referenced here to fix the timeout issue with an IP camera. </p>

<p>As I understood, the fix was added with the new release of Opencv, but the ffmpeg binaries are not up to date. Thus the fix is ignored in the conditional compilation. </p>

<p>The project linked in the comments of the above link fixes everything, but it doesn't generate the dll needed to use with Opencv (or I don't know how to..)</p>

<p>I've tried to recompile Opencv with this patch, and then copied newly generated opencv_ffmpeg310_64.dll to my project. So far so good..</p>

<p>Now, my project uses 2 cameras: one is avc, the other is mjpg. With the old opencv_ffmpeg310_64.dll file, both were working properly. With the new file, I get the warning "could not find codec parameters" and the mjpg camera never connects.</p>

<p>So my guess would be that something went wrong while building Opencv with CMake? But I received no error in the process.</p>

<p>I'm stuck here, and out of ideas on what to do next. Any help would be greatly appreciated.</p>

<p>I'm using Windows 7 64 bit. IDE is Visual Studio 2013 and OpenCV 3.10.</p>

37976665

Opencv VideoCapture interruption callback

I have created a .Net Core R2 class library have some common code that I use for several different platforms. Some of the code is not valid in the .Net Core platform and so I wish to wrap it around a Conditional Compilation Symbol. I first searched the internet to see if I could find a built-in symbol (like SILVERLIGHT for Silverlight apps and WINFX_CORE for Windows 8 apps) but was not able to find any information so I decided to create my own symbol. This also does not seem to work.

From everything I read adding and using a symbol should be easy, just add a value to the Conditional Compilation symbols in the Project Properties | Build tab. I did that but it does seem to work. Here are a couple screen shots ...

Notice that I added a `NET_CORE` value in the Conditional Compilation symbol but when I use it in code the code is not being ignored.

1) Does anybody know if there is a built-in symbol for the .Net Core platform (I am using R2)?

2) If there is not one, what am I doing wrong creating my own symbol?

The .xproj file:

```
<?xml version="1.0" encoding="utf-8"?>
<Project ToolsVersion="14.0" DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <PropertyGroup>
    <VisualStudioVersion Condition="'$(VisualStudioVersion)' == ''">14.0</VisualStudioVersion>
    <VSToolsPath Condition="'$(VSToolsPath)' == ''">$(MSBuildExtensionsPath32)\Microsoft\VisualStudio\v$(VisualStudioVersion)\VSToolsPath</VSToolsPath>
    </PropertyGroup>
    <Import Project="$(VSToolsPath)\DotNet\Microsoft.DotNet.Props"
      Condition="'$(VSToolsPath)' != '' />
    <PropertyGroup Label="Globals">
      <ProjectGuid>253184d7-9b42-4233-a871-8cfa3ee9e83e</ProjectGuid>
      <RootNamespace>Linq2Db.NetCore</RootNamespace>
```

<p>I've used the conditional compilation to change the type signatures, and hence the same doctest can't be run for both "feature" modes, so I need a way to opt-out of the doctests.
</p>

<p>I've tried merging <code>#[cfg_attr(feature = "rss_loose", ignore)]</code> used in normal tests and <code>///rust,ignore</code> to make <code>///rust,cfg_attr(feature = "rss_loose", ignore)</code> but this doesn't seem to work.</p>

38292741

How would one achieve conditional compilation wi

<p>I have a NuGet package that contains a PowerShell script which sets a conditional compilation symbol on the target project when the package is installed. This works fine for all projects except for those that use project.json files (e.g. .NET Core, UWP).</p>

<p>My script accesses the <code>\$project.ConfigurationManager</code> instances of the target project, and adds the symbol to the <code>DefineConstants</code> entry if necessary. This does not work for projects with project.json files - in fact, I cannot even see the <code>\$project</code> object when I try to access a .NET Core project via PowerShell. The following picture illustrates this: whereas a classic .NET and PCL project are accessible, the last <code>System.__ComObject</code> probably represents the .NET Core project that cannot be accessed.</p>

<p></p>

<p>So how can I set a conditional compilation symbol in a .NET Core project programmatically? Is there another way to do that instead of using an install.ps1 script? I know that, basically, I have to find the project JSON file and add the following entry if not present</p>

```
<pre><code>"buildOptions": {  
  "define": [ "MY_CONDITIONAL_COMPILATION_SYMBOL" ]  
}  
</code></pre>
```

<p>but I'm stuck on how to get there.</p>

38378525

How can I define a Conditional Compilation Symbol

<p>I would like to know how to pass these arguments to the UglifyJS2 command: <code>--define DEVELOPMENT=false</code></p>

<p>In my javascripts I have code that only should be run in development mode, and it should be left out when the file is minified. I know it is possible with UglifyJS, but I don't know how to access the command via uglifier.</p>

```
<pre><code>if (DEVELOPMENT) {  
  console.log('debug mode');  
}  
</code></pre>
```

<p>https://github.com/mishoo/UglifyJS2#conditional-compilation</p>

38391304

Conditional compilation with Uglifier - Ruby on Rail

I'm currently trying to use the CUSPARSE library in order to speed up an HPCG implementation. However, it appears I'm making some kind of mistake during device data allocation.

This is the code segment that results in **CUSPARSE_STATUS_MAPPING_ERROR**:

```
int HPC_sparsemv( CRS_Matrix *A_crs_d,
    FP * x_d, FP * y_d)
{
    FP alpha = 1.0f;
    FP beta = 0.0f;

    FP* vals = A_crs_d->vals;
    int* inds = A_crs_d->col_ind;
    int* row_ptr = A_crs_d->row_ptr;

    /*generate Matrix descriptor for SparseMV computation*/
    cusparseMatDescr_t matDescr;
    cusparseCreateMatDescr(&matDescr);

    cusparseStatus_t status;

    /*hand off control to CUSPARSE routine*/

    #ifdef DOUBLE

    status = cusparseDcsrmmv(cuspHandle, CUSPARSE_OPERATION_NON_TRANSPOSE, A_crs_d-
    >nrows,
        A_crs_d->ncols,A_crs_d->nnz, &alpha, matDescr, vals, row_ptr,
        inds, x_d, &beta, y_d);

    #else

    status = cusparseScsrmmv(cuspHandle, CUSPARSE_OPERATION_NON_TRANSPOSE, A_crs_d-
    >nrows,
        A_crs_d->ncols,A_crs_d->nnz, &alpha, matDescr, vals, row_ptr,
        col_ind, x_d, &beta, y_d);

    #endif
```

<p>I'm changing my project's code (VB.Net 2015) so that it will have two versions. A full one and a minimal one. I have used conditional compilation with two options (FULL & AGENT), and marked the parts to be excluded from the minimal version using the standard <code>#if FULL then ...</code>

However, the project utilize a couple of files and I need to completely exclude some of them when compiling the minimal version. </p>

<p>I have done some searching and found thinks like that: How to: Exclude Files from the Build</p>

<p>but I don't see that it is conditional (So FULL version will compile them and minimal will ignore) nither do I find a project file in my project that looks similar to those examples.</p>

<p>So,
How do I exclude files when compiling the minimal (AGENT) version and include them when compiling the FULL version?</p>

<p>Thanks
G.</p>

38500019

vb.net - excluding files when using conditional com

<p>There are some related questions but I have insufficient site reputation to comment on the existing threads, forcing me to start a new one. Sorry about that.</p>

<p>It appears Swift doesn't have a true preprocessor. Workarounds are possible using #if / #else / #endif, but the problem here is that it doesn't hide the 'false' portion from the compiler, forcing both the 'true' and 'false' parts to be syntactically valid. This is tough given that Swift 3 is syntactically incompatible with Swift 2 -- has anyone found a workaround that will allow creating code that can be compiled for either environment? (If XCode 8 beta allowed Swift 2.2, or if XCode 7.3.1 allowed Swift 3, that would also give me a workaround here).</p>

<p>What I'm trying to do, to give just one trivial example, is something like</p>

```
<pre><code>#if SWIFT3
    let session = WCSSession.default()
#else
    let session = WCSSession.defaultSession()
#end
</code></pre>
```

<p>I can't find any way to do this, and it seems surprising that there isn't a way to do it given how completely incompatible Swift3 syntax is with Swift2.</p>

38543930

Any way to do true conditional compilation in Swift

<p>In a VB.NET Windows app, I can add a global symbol to Projects > Compile > Advanced > Custom constants</p>

<p>How do I do this for a Web app? Where is Custom constants defined?
The project > Properties is very limited compared to a VB Windows app.
Solution to this is to use web app and not web site.</p>

<p>But I still need a global conditional compilation constant, preferably defined in the Projects > Compile > Advanced > "Custom constants" text box.
If I used #Const, it is only accessible in the same file.</p>

38643041

how to add a conditional compilation constant to v

<p>I have a dotnet cli WebApp in Visual Studio using the new xproj extension and project.json.</p>

```
<pre><code>dotnet new --t web --lang c#  
</code></pre>
```

<p>I got a site working and running on .NetCoreApp just fine. However I am not able to load the site in IIS without adding middleware to it depending on IIS, which I'd rather not do.</p>

<p>So I am using IIS Express.</p>

<p>For that I have to Run the project to get IIS to run to be able to use the site, while in debug mode.</p>

<p>What I would like to know is how I can get IIS Express to stay running and instead attach to it when I run the project.</p>

<p>I have read all the guides on disabling "Edit and Continue". That does indeed work on ASP.Net Web Applications, but this is a dotnet core WebApp and is not the same project type. It does not have a Properties window with options to disable Edit and Continue and disabling Edit and Continue in the IDE's Debug Options has no effect.</p>

<p>IIS closes when I stop running the project.</p>

<p>Any ideas?</p>

<p>Optionally, how might I configure it to run locally in IIS without relying on it, best option I can come up there is to use Conditional Compilation.</p>

38648775

Keep IIS Express Running on dotnet cli web project

<p>I'm working on compiling NetHack in Visual Studio 2015 on Windows 7.</p>

<p>I'm getting the following error (all preceded with <code>c:\program files (x86)\windows kits\10\include\10.0.10586.0\um\memoryapi.h</code>:</p>

```
<pre><code>3&gt;(815): error C2143: syntax error: missing ')' before '.'
3&gt;(815): error C2059: syntax error: ')'
3&gt;(816): error C2059: syntax error: ')'
</code></pre>
```

<p>Here is the context in the source:</p>

```
<pre><code>805 #if (_WIN32_WINNT &gt;= _WIN32_WINNT_WIN10)
806
807 WINBASEAPI
808 _Ret_maybenull__ _Post_writable_byte_size_(Size)
809 PVOID
810 WINAPI
811 VirtualAllocFromApp(
812     _In_opt_ PVOID BaseAddress,
813     _In_ SIZE_T Size,
814     _In_ ULONG AllocationType,
815     _In_ ULONG Protection
816 );
</code></pre>
```

<p>This is confusing because #1, there's a compiler directive that is supposed to prevent this section of code from being used--I'm running Windows 7, and #2, the first error, <code>missing ')' before '.'</code> makes no sense because there is no <code>.</code> in the source code. How do I proceed?</p>

<p>When I search the whole solution for <code>_WIN32_WINNT</code> Visual Studio can't find it—bizarre! I did find <code>WINPFLAG = -DTILES -DMSWIN_GRAPHICS -DWIN32CON -D_WIN32_IE=0x0400 -D_WIN32_WINNT=0x0501</code>. However, <code>_WIN32_WINNT_WIN10</code> doesn't appear to be defined, though presumably it's defined by the system (?). Trying to define it myself as 0x0A00, but uncommenting the above code yielded the same errors again.</p>

<p>Now I'm getting <code>Error C2733 'terminate': second C linkage of overloaded function not allowed NetHack nethack\include\extern.h 643</code>:</p>

I have an iOS Project which is not compiling in XCode 8. if i fix the compilation issue, it is not working in XCode 7.

But i need to make the project working in both XCode 7 and 8. so i am trying to use the preprocessor macro to do the conditional compilation

i have defined the macro in the Xcode Preprocessor Macros section like below

```
XCODE_VERS=$(XCODE_VERSION_MAJOR)
```

My code checks the version like below

```
#if XCODE_VERS == "0700"
@interface SampleTableViewCell : UITableViewCell
#else
@interface SampleTableViewCell : UITableViewCell<CAAnimationDelegate>
#endif
```

In Xcode 8, XCODE_VERSION_MAJOR is translated in to 0800. This is not valid octal number.

It works fine in Xcode 7, but in XCode 8, i am getting the following compilation error

[!\[\]\(05be7c7a8995decd503647c99211f7c2_img.jpg\)](https://i.stack.imgur.com/HOZNa.png)

Is there any work around to use the XCODE_VERSION_MAJOR macro in Xcode 8.

38887340

Xcode 8 XCODE_VERSION_MAJOR macro - Compila

<p>Could somebody explain this.

The java instanceof operator gives a compiler error when there is no possible way for an instance to refer to an object. Fine.</p>

<p>Let me present a bit of example code</p>

```
<pre><code>public class InstanceOfConfusing {  
  
    class A {}  
    class B1 extends A {}  
    class B2 extends A {}  
  
    public static void main(String... args) {  
  
        InstanceOfConfusing ioc = new InstanceOfConfusing();  
  
        A a = ioc.new A();  
        B1 b1 = ioc.new B1();  
        B2 b2 = ioc.new B2();  
  
        boolean t1 = b1 instanceof A; // compiles, true  
        boolean t2 = b1 instanceof B1; // compiles, true  
  
        boolean t3 = b1 instanceof B2; // does not compile  
  
        boolean t4 = a instanceof B1; // compiles, false ***  
  
    }  
</code></pre>
```

<p></p>

<p>I understand everything except the last line marked with ***. My question is simple, why does this compile?

If the compile gives the "Incompatible conditional operand types" error on the previous line because there is no way for an object of type B1 to ever refer to an instance of type B2, shouldn't it also know that there is no way for a B1 to refer to an A?</p>

<p>I can't write a line like this: b1 = new A();

I would get a "Type mismatch" compiler error, and rightfully so. So why doesn't the compiler

In Rust, it's possible to perform [conditional compilation](http://stackoverflow.com/questions/24297154) as follows.

```
#[cfg(rust_version = "1.10")]
fn my_func() {}
```

Is it possible to define variables for `cfg` to check within the same source file?

For example:

```
// leave off, just a quick test to enable when troubleshooting.
#define use_counter 1 // C style (not valid Rust)
```

```
#[cfg(use_counter == "1")]
static mut fn_counter: usize = 0;
```

```
fn my_func() {

    #[cfg(use_counter = "1")]
    unsafe { fn_counter += 1; }
```

```
}
```

```
main () {
    // code calling 'my_func'
```

```
    // print how many times the function is called.
    #[cfg(use_counter = "1")]
    unsafe { println!("Function count {}", fn_counter); }
```

```
}
```

```
</code></pre>
```

I'm not asking how to write a function counter, it's just an example of optionally inserting logic into a source file.

<p>Does golang supports</p>

```
<pre><code>#define DEBUG

#ifdef DEBUG
    fmt.Println("Debug message...");
#endif
</code></pre>
```

<p>So I can build a debug version with zero runtime overhead?</p>

38950909

C-style conditional compilation in golang

<p>I successfully created in VB6 the VB6_IDE_Add_In, that has references to Microsoft "Visual Basic 6.0 Extensibility". However, to use this add-in in VBA IDE (Excel, Access) I obliged to make a copy of VB6_IDE_Add_In project, rename it to VBA_IDE_Add_In, rename its properties etc. and, the main, change mentioned reference to "Microsoft Visual Basic for Applications Extensibility 5.3". </p>

<p>Finally I have two dll - the one for VB6, and the second - for VBA. Both of them I must to "regsvr32" and manually move VBA-IDE-Add-In registry key from VB6 key "[HKCU\Software\Microsoft\Visual Basic\6.0\Addins]" to VBA key [HKCU\Software\Microsoft\VBA\VBE\6.0\Addins]...</p>

<p>Is there a way to compile a single dll that will use right reference accordingly to the VB6 or the VBA environment, using conditional compilation or command line parameter? </p>

<p>Unfortunately, this is my first add-in and my experience is insufficient in this matter...</p>

38966363

Make a VB6- or VBA-IDE environments related refe

<p>I have some code in my android application which I intend to keep only in debug-builds.
</p>

<p>I am aware of this approach:</p>

```
<pre class="lang-java prettyprint-override"><code>if (BuildConfig.DEBUG) {  
    //code here  
}  
</code></pre>
```

<p>However, the problem is that my code relies on external dependencies which I would also like to keep in debug builds only :</p>

```
<pre class="lang-java prettyprint-override"><code>debugCompile "dependency1"  
  
//this wont compile in release mode  
if (BuildConfig.DEBUG) {  
    //code which references dependency1  
}  
</code></pre>
```

<p>Given that there is no conditional compilation in java, are there any solutions besides commenting out blocks of code manually every time (which is obviously a huge hassle)?</p>

<p>EDIT:

Egor pointed me in the right direction and after doing some more reasearch on "source sets" I found an answer which PRECISELY describes my situation and provides an excellent solution: http://stackoverflow.com/a/31483962/5790273</p>

I'm trying to build the [OpenCL ICD Loader](https://github.com/KhronosGroup/OpenCL-ICD-Loader) in mingw gcc - no problem to use mingw-w64 instead, it's just that mingw is what I have installed already. I don't use Visual Studio - I don't hate it, I know there's free versions, it's just not what I'm using.

The OpenCL ICD Loader doesn't build in mingw gcc. The main reason is because of lack of DirectX 10 and DirectX 11 support. But all the ICD Loader does is get a dispatch table (presumably from the OpenCL driver/whatever it loads) and provide functions that call through that dispatch table. Some minor changes to the conditional compilation in `icd_dispatch.h` and `icd_dispatch.c` can omit the relevant functions and remove the dependency (as already has to happen for Linux builds), and it actually looks like this may have been supported in the past - there's preprocessor symbols `cl_khr_d3d10_sharing` and `cl_khr_d3d11_sharing` already defined if relevant headers are included, they're just not being used to conditionally compile the relevant chunks of code.

So there's that and telling the code to omit DirectX10 and DirectX11 functionality in the first place (I just commented out a couple of header-file includes, though that's obviously not a real solution). But then there's one more problem...

The file `icd_windows.c` uses the Windows API function `InitOnceExecuteOnce` - [MSDN docs here](https://msdn.microsoft.com/en-us/library/windows/desktop/ms683493(v=vs.85).aspx). mingw (and I think mingw-w64) doesn't support this function - the def file for `Kernel32.dll` lists it but neither the function nor the related identifiers `INIT_ONCE`, `INIT_ONCE_STATIC_INIT` and `PINIT_ONCE` are provided by header files.

The MSDN docs IMO don't explain this very well. It can't be essential (it didn't even exist before Vista) and it has something to do with safe initialization of DLLs, presumably in a multithreading context.

Unfortunately, if I don't really understand what it does, then I can't implement a workaround for its not being there.

Clearly this Windows API isn't specific to OpenCL, so presumably this is an issue that other people have run into for other projects. So is there a standard workaround for this?

Or failing that, can someone explain what is meant particularly by "synchronous one-time initialization"? Sorry if that's a dumb question, I don't have much experience of multithreaded, I'd have thought one-time initialization is just that, irrespective of

<p>How to check if <code>WatchOS 2.2</code> is available by the conditional compilation?
</p>

<p>// on iOS:</p>

```
<pre><code>#if defined(__IPHONE_OS_VERSION_MAX_ALLOWED) &&  
__IPHONE_OS_VERSION_MAX_ALLOWED >= __IPHONE_9_3
```

```
- (void)sessionDidBecomeInactive:(WCSession *)session {/* do stuff*/}
```

```
#endif
```

```
</code></pre>
```

<p>But there is no <code>__WATCHOS_2_2</code> defined in <code>Availability.h</code> !
</p>

<p>There is only <code>__WATCHOS_2_0</code>. And there is no class-type that has been added in <code>WatchOS 2.2</code>.</p>

39209430

Availability checking on WatchOS 2

<p>I'm trying to use a conditional compilation statement. Beyond defining a function that should only exist in a debug build, I want to define a set of variables/constants/types that only exist in the debug build. </p>

```
<pre><code>#[cfg(debug)]  
pub type A = B;  
pub type B = W;
```

```
#[cfg(other_option)]  
pub type A = Z;  
pub type B = I;  
let test = 23i32;  
</code></pre>
```

<p>How many lines are actually "covered" by the conditional compile attribute in this case? Is it only one (what I would expect in this context)? Are there ways to ensure that a whole block of code (including variables, types and two functions) is covered by the condition? </p>

39291850

How many lines are covered by the Rust conditiona

<p>I want to document a configuration macro with doxygen. That macro is not defined in source code but is required to be defined using compiler definition settings.</p>

<p>Since I have no definition I tried something like the following which I found in the doxygen manual (I added this snippet to the header that is using the macro for conditional compilation):</p>

```
<pre><code>/*! \def MY_CONFIG_MACRO
    \brief Brief

    Details.
*/
</code></pre>
```

<p>However that documentation does not appear in the generated HTML files. Any idea why the above doesn't work? How can I document a compiler defined macro in the context where it is used?</p>

39328395

Document a config macro with doxygen

<p>I have created a library that I need to be able to use in a Portable Class Library as well as a regular .NET application. The way I accomplished this is by creating multiple solutions / projects that point to the same files:</p>

```
<pre><code>Src/  
  Dismissile.sln  
  Dismissile.Portable.sln  
  Dismissile/  
    Dismissile.csproj  
    Dismissile.Portable.csproj  
    Class1.cs  
</code></pre>
```

<p>Dismissile.sln includes Dismissile.csproj and targets .NET Framework 4.5.2
Dismissile.Portable.sln includes Dismissile.Portable.csproj and is a portable class library project that targets .NET Framework 4.5, Xamarin.Android and Xamarin.iOS.</p>

<p>Each project includes Class1.cs. I have created some conditional compilation symbols in each project such as PORTABLE and NET452.</p>

<p>This seems to work so fine but now I need to add a NuGet package for JSON.NET into my projects.</p>

<p>If I add a NuGet package in my Portable project it will create the following in my packages.config:</p>

```
<pre><code>&lt;package id="Newtonsoft.Json" version="9.0.1" targetFramework="portable40-net40+sl5+win8+wp8+wpa81" /&gt;  
</code></pre>
```

<p>However, if I add it in my other project it will create the following in packages.config:</p>

```
<pre><code>&lt;package id="Newtonsoft.Json" version="9.0.1" targetFramework="net40" /&gt;  
</code></pre>
```

<p>Is there any way to have a separate packages.config so each project includes the correct reference to my NuGet dependencies?</p>

I have read [Conditional Compilation symbol for .Net Core Class Library](http://stackoverflow.com/questions/38040466/conditional-compilation-symbol-for-net-core-class-library) but this is about a different problem.

How can I, in Asp.Net core set a compiler symbol for the Debug configuration and a different one for the Release configuration?

The Configuration/Platform selection row is greyed out:

[!\[\]\(bd1a142de767a21e5362c595f844a4ff_img.jpg\)](https://i.stack.imgur.com/KePeX.jpg)

Selecting a different solution configuration in the VS toolbar doesn't make a difference either.

39489183

Define configuration dependent compiler symbol?

<p>I'm compiling a project using Roslyn with code resembling:</p>

```
<pre><code>var workspace = MSBuildWorkspace.Create();
var project = await workspace.OpenProjectAsync("SomeProject.csproj");
var compilation = await project.GetCompilationAsync();
</code></pre>
```

<p>I need to set a compilation symbol (such as <code>DEBUG</code> or <code>TRACE</code>, but in my case something altogether custom). How can I do this with the API?</p>

<p>I saw that <code>project</code> has a <code>CompilationOptions</code> property, but I didn't see anything relevant there.</p>

<p>EDIT Thanks to @JoshVarty who pointed towards adding code like this prior to compilation:</p>

```
<pre><code>project = project
    .WithParseOptions(((CSharpParseOptions)project.ParseOptions)
    .WithPreprocessorSymbols("SOME_SYMBOL"));
</code></pre>
```

39579959

Perform Roslyn conditional compilation with custo

<p>I have a Spring project that runs locally during the development/debugging phase, while on production it will be loaded on a PaaS.</p>

<p>My problem is that there are certain instruction that must be executed depending on the platform!</p>

<p>Currently I check a boolean (using <code>@ConfigurationProperties</code>) that I read from the <code>application.properties</code>, but I'm wondering if there's a smarter way because I have also to change the boolean when I push in production.</p>

39614294

Spring Boot conditional compilation/configuration

<p>I have developed an application for Windows desktop (in WPF). Let's assume this application has 50 features and let's call it ULTIMATE application.</p>

<p>I have another client which demands application with 30 features. Let's call this PROFESSIONAL</p>

<p>Application with 20 features, let's call it BASIC</p>

<p>Now, all I want is to maintain a single source code for all the editions.</p>

<p>My intention is that users with the BASIC edition can't use/see features available in PROFESSIONAL edition, and so on.</p>

<p>How can I achieve this? Do I need to use conditional compilation or something else?</p>

39638030

Make different editions of an application with singl

<p>Depending on how the socketio c++ library is compiled (static-lib or dll) for the following simple test code, the outcome is either a working executable or one that throws an exception.</p>

<p>However, if the instantiation of the io_service is commented out, eg.:</p>

```
<blockquote>
  <p>// boost::asio::io_service io_service;</p>
</blockquote>
```

<p>then the static-lib based version is also working without exception. It seems that there is some interference between the io_service instantiated in main() with the io_service located in the socketIO library.</p>

```
<pre><code>#define BOOST_ALL_NO_LIB

#include "../socketio/src/sio_client.h"
#include <boost\asio\io_service.hpp>
#include <memory>
#include <fstream>
#include <string>
#include <boost/lexical_cast.hpp>

int main(int argc, char* argv[]) {
    boost::asio::io_service io_service;
    //auto io_service_work = std::make_shared<boost::asio::io_service::work>
(io_service);
    sio::client client_;
    client_.connect("http://localhost:1337");
    //io_service.run();
}
</code></pre>
```

<p>Although the full source code is the same (not counting the optional conditional compilation differences), the evaluation of the following line results TRUE in the static-lib and FALSE in the DLL version:</p>

```
<blockquote>
  <p>if (!::PostQueuedCompletionStatus(iocp_.handle, 0, 0, op))</p>
</blockquote>
```


<p>I'm currently compiling a bitstream for my project in a Makefile.</p>

<p>For the non-debug version of the build I use the following command:</p>

```
<pre><code>yosys -p "synth_ice40 -blif $@ -top system" $^  
</code></pre>
```

<p>And for the debug version I use:</p>

```
<pre><code>yosys -p "verilog_defaults -add -DDEBUG; synth_ice40 -blif $@ -top system" $^  
</code></pre>
```

<p>In the case of the debug build, the command completes, but `DEBUG is not defined when the verilog is read/parsed.</p>

<p>Does verilog_defaults apply to ice40_synth? And if not, is there a way to achieve this without replicating ice40_synth in a script?</p>

39778385

Conditional compilation in ice40_synth using yosys

In the new 64-bit version of Excel 2016 on OSX I obtained through update today, the conditional compilation doesn't seem to be followed when checking for function definitions that don't have PtrSafe defined (as would be the case for 32-bit platforms). In this example, we have different definitions of the same function for different platforms, and when Excel loads the add-in it dies and complains about the third definition not having a PtrSafe in the function declaration (but of course it doesn't because it is for a 32-bit platform).

Is there any way of making Excel not die when it hits this code in VBA? Or is this just a bug in 64-bit Excel 2016 on OSX? Seems like an obvious bug to me. Where do I report bugs in Excel?

```
<code>#If Mac Then
' Even though the functions are exported with a leading underscore, Excel 2011 for Mac
doesn't want the leading underscore as part of name
Private Declare PtrSafe Function get_global_param_string_private Lib "libCoolProp.dylib"
Alias "get_global_param_string" (ByVal param As String, ByVal Output As String, ByVal n As
Integer) As Long
#Elseif Win64 Then
Private Declare PtrSafe Function get_global_param_string_private Lib "CoolProp_xls_x64.dll"
Alias "get_global_param_string" (ByVal param As String, ByVal Output As String, ByVal n As
Integer) As Long
#Else
Private Declare Function get_global_param_string_private Lib "CoolProp_xls_std.dll" Alias
"_get_global_param_string@12" (ByVal param As String, ByVal Output As String, ByVal n As
Integer) As Long
#End If
</code></pre>
```

</p>

39813612

Excel 2016 conditional compilation with 32-bit flag:

<p>Could I use <code>#define</code> preprocessor directive inside <code>#if</code> and <code>#endif</code>, in C# ?</p>

<p>e.g.</p>

```
<pre><code>#if !SILVERLIGHT && !__ANDROID__ && !__IOS__
#define SupportsMutex
#endif
</code></pre>
```

<p>It looks like it works, but I need to be sure. There is a lot written about this, but most of the time in the context of C and not C# - the preprocessor directives in C# are far more limited.</p>

<p>Visual Studio's highlighting seems to support it, but is this really valid according to the language / compiler specs? </p>

<p>The This MSDN page gives the following note:</p>

<blockquote>

<p>The #define directive cannot be used to declare constant values as is typically done in C and C++. Constants in C# are best defined as static members of a class or struct. If you have several such constants, consider creating a separate "Constants" class to hold them.</p>

</blockquote>

<p>I need this because using <code>#if !SILVERLIGHT && !__ANDROID__ && !__IOS__</code> multiple times is difficult to manage.</p>

<p>Of course we could also add <code>SupportsMutex</code> to the "conditional compilation symbols" of a project, but this is more difficult to manage and less transparent.</p>

<p>How can I generate a compiler error if the platform target is not set to x86?</p>

<p>Motivation: A particular method dynamically loads a 32-bit COM dll. If the project is built for "x64" or "Any CPU" and is run in a 64-bit environment, then naturally loading the COM object fails at run time. I want a compile-time check to make sure this can't happen.</p>

<p>This is intended to be a safety check of the project settings, encapsulated entirely in the source file that requires 32-bitness. So I can't accept a solution (such as this) that requires defining a conditional compilation symbol in the project settings.</p>

39994054

Generate compiler error if platform target is not x8

<p>As far as I understand:</p>

Preprocessor's job:

<blockquote>

<p>provides the ability for the inclusion of header files, macro expansions, conditional compilation, and line control.</p>

</blockquote>

<p>The one I'm concerned with is the inclusion of header files, it does so by replacing <code>#include blabla.h</code> with the actual code of <code>blabla.h</code>. And it is invoked before compiling.</p>

Linker's job:

<blockquote>

<p>takes one or more object files generated by a compiler and combines them into a single executable file, library file, or another object file.</p>

</blockquote>

<p>Reading many answers here on StackOverflow, I understood that it "links" the other libraries whose functions I may be using in my code with my actual code, e.g., <code>stdio.h</code> and <code>printf();</code>. And it is invoked after compiling.</p>

<p>Now my question is, if the preprocessor has already --literally-- included that library's code in my code, why do we need linking? Assuming they've become one file.</p>

40154012

How do the preprocessor's and linker's jobs not int

The #pragma here doesn't seem to have any effect. The code compiles without any warnings:

```
#pragma GCC diagnostic warning "-Wformat"
```

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int i = 5;
```

```
    char s[] = "test";
```

```
    /* missing argument */
```

```
    printf("%s");
```

```
    printf("%d %s", i);
```

```
    /* missing format specifier */
```

```
    printf("%s", s, i);
```

```
    /* type mismatch */
```

```
    printf("%d", s);
```

```
    printf("%s", i);
```

```
    return 0;
```

```
}
```

```
</code></pre>
```

There are warnings when using the -Wformat option on the command-line:

```
[user@host test]$ gcc -c test.c
```

```
[user@host test]$ gcc -Wformat -c test.c [A
```

```
gcc: [A: No such file or directory
```

```
test.c: In function 'main':
```

```
test.c:11: warning: too few arguments for format
```

```
test.c:12: warning: too few arguments for format
```

```
test.c:14: warning: too many arguments for format
```

```
test.c:16: warning: format '%d' expects type 'int', but argument 2 has type 'char *'
```

```
test.c:17: warning: format '%s' expects type 'char *', but argument 2 has type 'int'
```

```
</code></pre>
```

It seems if I change the #pragma to make it an error, then it also only has an effect when using the -Wformat command-line parameter:

<p>This may not be possible.</p>

<p>I'm trying to create a skinnable UI targetting iOS 8+, vanilla CocoaTouch, defining the UI as far as possible in storyboards, and keeping the view controller code the same.</p>

<p>What I'd like to do is present the same piece of information inside a custom control in one branded target, and present it outside (e.g. in it's own UILabel) in another build.</p>

<p>The best solution I have at the moment is to have two IBOutlet, one for the custom control, and one for the simple UIElement and send the information to the custom control always (it is branded, so can ignore the information if appropriate), and send it to the UILabel if it is set.</p>

<p>Quick example/summary. I want to display the app version number in one branded target in a customised status bar component, and in a different branded target, in a UILabel at the bottom of the page. No code changes or conditional compilation.</p>

<p>I await your collective genius.</p>

<p>P.S. My first question.</p>

40283108

How to connect to UI elements within an iOS Custo

I have a C# (.NET 4.6.1) project that uses a lot of events. I'm tempted to move all the event handlers to the new WeakEventManager pattern - to avoid endlessly worrying about deregistering handlers to avoid memory leaks.

However I have to do lots of testing for performance and want a way to switch between the two methods easily. So far I've been using conditional compilation to do this along the lines of :

```
#if WeakEvents
    WeakEventManager<T,EventArgs>.AddHandler(source, "TheEvent", handler);
#else
    source.TheEvent += handler;
#endif
</code></pre>
```

This works, but its messy. Ideally I'd like to create a class that hides this away. ie create a class which internally can use either method. Then I can change all my source to attach handlers with the new class and switch easily (or even move to some new method in the future).

However I can't see how to write that class - because I can't pass the event as a parameter - and there would have to be some reflection going on with the handler/name which is beyond me.

Is there an easy way to do that?

40332448

Is it possible to write a class that hides the differen

<p>I'm writing a shared code library which will be used in</p>

a shiny new portable class library for mobile devices and

a legacy project using .NET 3.5.

<p>Thus, my code contains a lot of those:</p>

```
<pre><code>#If PCL Then
    Await AsyncFunction ShowAlert(...) As Task
#Else
    MessageBox.Show(...)
#End If
</code></pre>
```

<p>which is repetitive and, thus, ugly.</p>

<p>Usually, if something is repetitive, the solution is to extract it to a method. Unfortunately, I don't see how to do this here since (1) I must use <code>await</code> to call the method in the PCL case and (2) I must not use <code>await</code> in .NET 3.5, since the compiler can't handle it. I'd love to have something like that:</p>

```
<pre><code>AwaitIfNet45OrHigher ShowAlert(...)
...
#If PCL Then
    Private Async Function ShowAlert(...) As Task
        ...async implementation...
    End Sub
#Else
    Private Sub ShowAlert(...)
        ....NET 3.5 implementation...
    End Sub
#End If
</code></pre>
```

...

#If PCL Then

Private Async Function ShowAlert(...) As Task

...async implementation...

End Sub

#Else

Private Sub ShowAlert(...)

....NET 3.5 implementation...

End Sub

#End If

</code></pre>

<p>But, alas, there is no <code>AwaitIfNet45OrHigher</code> keyword in the VB.NET language.</p>

I want to compile code conditionally depending on the size of an integer, but I didn't quite find a way to determine the size of an integer in the preprocessor stage.

One idea is using the `INT_MAX` and comparing it to a constant:

```
#if INT_MAX >= 9223372036854775807UL
    printf("64 bit\n");
#elif INT_MAX >= 2147483647UL
    printf("32 bit\n");
#else
    printf("16 bit\n");
#endif
</code></pre>
```

But I don't think it is guaranteed that a `UL` literal can be that large. And `ULL` is not available in C89 as far as I know.

So do you have any suggestions on how to solve this problem. Is there a macro that contains the size of int in some standard header maybe?

Edit:

Not a duplicate of [this question](https://stackoverflow.com/questions/20979565/how-can-i-print-the-result-of-sizeof-at-compile-time-in-c) because I don't actually need a generic sizeof and I don't want to print it. I only need to distinguish between distinct integer sizes for conditional compilation.

40415392

C89 determine size of int at preprocessor time

<p>I'm writing a UWP app in Visual Studio 2015. Minimum sdk is 10240. Maximum is 14393. I want to write sdk specific code, so I want to define a conditional compilation symbol. I can simply define it in the project properties window under build tab. But where I can define the condition? </p>

<p>Simply what I want to archive is this. I have define a symbol in build tab 'SDK_14393'.. then I have some code like this which I want to execute only in 14393 sdk,</p>

```
<pre><code>#if SDK_14393
//some code here
#endif
</code></pre>
```

<p>But it executes all the time even when I'm in a different sdk. So my question is how to archive this correctly? </p>

40434424

How to define conditional compiler symbols for spe

<p>I'm trying to write a Rust program that gets a separated list of filenames on
<code>stdin</code>. </p>

<p>On Windows, I might invoke it from a <code>cmd</code> window with something like:
</p>

```
<pre><code>dir /b /s | findstr .*,v$ | rust-prog -n  
</code></pre>
```

<p>On Unix I'd use something like:</p>

```
<pre><code>find . -name '*,v' -print0 | rust-prog -0  
</code></pre>
```

<p>I'm having trouble converting what I receive on <code>stdin</code> into something that
can be used by <code>std::path::Path</code>. As I understand it, to get something that will
compile on Windows or Unix, I'm going to need to use conditional compilation, and
<code>std::os::windows::ffi</code> or <code>std::os::unix::ffi</code> as appropriate. </p>

<p>Furthermore, It seems on Windows I'll need to use <code>kernel32::
MultiByteToWideChar</code> using the current code page to create something usable by
<code>std::os::windows::ffi::OsStrExt</code>.</p>

<p>Is there an easier way to do this? Does what I'm suggesting even seem workable?</p>

<p>As an example, it's easy to convert a string to a path, so I tried to use the string handling
functions of <code>stdin</code>:</p>

```
<pre><code>use std::io::{self, Read};  
fn main() {  
    let mut buffer = String::new();  
    match io::stdin().read_line(&mut buffer) {  
        Ok(n) => println!("{}", buffer),  
        Err(error) => println!("error: {}", error)  
    }  
}  
</code></pre>
```

<p>On Windows, if I have a directory with a single file called <code>ċ.txt</code> (that's
0xbff). and pipe the name into <code>stdin</code>. I get: <code>error: stream did not
contain valid UTF-8</code>.</p>

I am building an iOS framework and i need the same framework to be used in public apps and in some internal apps , the difference is that in the internal apps I need access to some classes and function that I want to hide from the public apps and i don't want to copy paste code from the framework to the internal apps ...

Is it possible to use conditional compilation (or some other solution **without duplicating code**) to do something like :

```
#if SOMEFLAG
    public
#else
    internal
#endif
class SomeClass{
    // public when SOMEFLAG otherwise internal
}

```

of course the code above is not working so it is the pseudo code for what i need (it doesn't have to be with macros) .

Thanks.

40522164

Swift conditional compilation access control

I have `ProjectA` and `ProjectB`. `ProjectA` can work independently without any dependency of `ProjectB`. Now, I like to enable some modules/features in `ProjectA` only if the `ProjectB` is added as a reference in `ProjectA`. How to achieve this?

I have tried by adding conditional compilation in the needed modules/features in `ProjectA` like below.

```
#if ProjB
{
..
}
#endif
```

But how can I enable these conditional compilation constants by checking a condition that the "`ProjectB`" is referenced to "`ProjectA`". Also, I do not need "`ProjectB`" to be referenced always in "`ProjectA`". Still the "`ProjectA`" need to work independently in some cases.

40528656

Enabling conditional compilation directives based c

<p>We've been decomposing our .NET application so projects which are used in multiple solutions are built and consumed as NuGet packages. Some of these projects need to be obfuscated (we use Eazfuscator) and I'm unsure what the right workflow should be. </p>

<p>Right now our CI process compiles the code, runs inspections, and runs automated unit tests. This is working well. If I introduce obfuscation with each build, though, I'll have to break the unit tests which rely on our use of the <code>InternalsVisibleToAttribute</code>. I could run the existing process and then assuming everything is good (compiles, hasn't introduced inspection errors, and the unit tests pass) do a subsequent build for a different configuration which can be obfuscated. But then I'm not testing the obfuscated code exactly. </p>

<p>What has worked for your shop?</p>

<p>Also, I haven't tried it but is having an obfuscated assembly delivered via NuGet reduce the usefulness of having the symbol server set up? What is the debugging situation like?</p>

<p>Note: These packages are all for internal consumption until we get to the consuming application which is provided to our customers, which is why I'm asking about debugging into the package.</p>

<p>UPDATE 12/12/2016</p>

<p>The workflow we ended up using was to have the build server:</p>

Compile normally

Run unit tests and inspections

Compile again - this time with a parameter being passed in which enables a conditional compilation symbol of <code>OBFUSCATE</code>

Now the <code>InternalsVisibleToAttribute</code> will be suppressed (and any tests where we're referencing internals)

Publish to our internal feed

<p>This and another change to include the <code>ObfuscateAssemblyAttribute</code> results in assemblies which have been marked as appropriate to obfuscate when the consuming application(s) are built. That build task does the actual obfuscation.</p>

I have a project with SWIG set up generating python code. I have a `typedef` of `std::string` to `Message` and a `say(Message)` function. I am able to call `say` with a string in python. I want to be able to make a variable of the type `Message` and the `Message` type is exported to the library, but not the python wrapper. Here are my files:

test.h

```
#include <string>
#include <iostream>

typedef std::string Message
void say(Message s);

```

test.cpp

```
#include "test.h"

void say(Message s)
{
    std::cout << s << std::endl;
}

```

test.i

```
%module test
%{
#include "test.h"
%}

typedef std::string Message;
#include "std_string.i"
#include "test.h"

```

Python example

```
import test
```


<p>Is there any way to preprocess c using gcc without expanding the macros?</p>

<p>For example,I have a source code where I need to remove conditional compilation and generate a clean code without expanding the macros.</p>

<p>Do gcc preprocessor have any such option?</p>

40738910

Gcc preprocessor conditional compilation

<p>I've created a <code>RoutingEffect</code> in my PCL and matching <code>PlatformEffect</code> in my UWP project. I am adding the <code>RoutingEffect</code> to the <code>Effects</code> collection in the constructor of my custom control which derives from <code>ContentView</code>.</p>

<p>This all works great when the application is run in Debug. If I switch to Release then the effect does not get attached. If I add a breakpoint to the constructor of my <code>RoutingEffect</code> then I get a message:</p>

<p>The breakpoint will not currently be hit. No executable code of the debugger's target code type is associated with this line. Possible causes include: conditional compilation, compiler optimizations, or the target architecture of this line is not supported by the current debugger code type.</p>

<p>If I untick "Optimize code" in the project properties for all projects then the constructor for the <code>RoutingEffect</code> does get hit, however <code>OnAttached</code> in the <code>PlatformEffect</code> still doesn't get hit.</p>

<p>Why is there this difference in behaviour and how do I get it to work correctly when built in Release?</p>

40863157

RoutingEffect ignored in Release

<p>I have created a .netstandard 1.2 library, which is compatible with .net 4.5.2.
In my library I'm referencing NetStandard.Library 1.6:</p>

```
<pre><code>{
  "version": "1.0.0-*",
  "dependencies": {
    "NETStandard.Library": "1.6.1"
  },

  "frameworks": {
    "netstandard1.2": { }
  }
}
</code></pre>
```

<p>I created a NuGet package from this using dotnet pack and Installed it on my NuGet server. I created a simple console application that targets .NET Framework 4.5.2. I try installing the above NuGet package and I get a huge list of dependencies that it needs to install:</p>

```
<pre><code>Microsoft.NETCore.Platforms.1.1.0
System.Collections.4.3.0
System.Collections.Concurrent.4.3.0
... snip
NETStandard.Library.1.6.0
MyPackage.1.0.0
</code></pre>
```

<p>I'm assuming the reason I see all these packages is because I depend on the metapackage NETStandard.Library, but is there a way to install this into a full .net framework 4.5.2 project without getting all of those packages added? Should I just add framework net452 to my library even though I don't have any conditional compilation that I need to perform?</p>

40897461

using a .netstandard 1.2 library in 4.5.2

<p>How do I parse C# conditional compilation statement using Roslyn.</p>

<p>In the following code, I want Roslyn to give the Conditional compilation statement node.
</p>

```
<pre><code>public abstract class TestClass
{
    public int Get()
    {
        #if DEBUG
            return 1;
        #else
            return 2;
        #endif
    }
}
</code></pre>
```

<p>I don't get conditional compilation node in SyntaxTree and neither it is part of LeadingTrivia of <code></code> or TrailingTrivia of <code></code></p>

<p>What I get in LeadingTrivia of <code></code> is <code>"\t\t#endif\r\n\t\t"</code> and TrailingTrivia of <code></code> is <code>"\r\n"</code> which is not complete conditional compilation statement.</p>

<p>Can someone point me to the right direction?</p>

<p>I am a software developer and I choose Xcode as IDE to do my development. On my Mac I have 10.8 and the latest Xcode available to this OS version.</p>

<p>IIUC, Xcode is just a very powerful wrapper around the basic *nix "configure; make; make install".</p>

<p>With the basic *nix approach it is relatively easy to do a conditional compilation - check if I have an appropriate configure switch and then define an appropriate defines which will be checked during compilation/linking time and/or the run-time.</p>

<p>What I'd like to know is: if it is possible to make something like this with Xcode?</p>

<p>As an example - there are 2 ODBC driver managers: unixODBC and iODBC. iODBC de-jure is the default one, however it is possible to install unixODBC on the Mac. So what I want is to have a "--with-unixodbc"/"--with-iodbc" pair. Also presume I have a library called libodbc_connect.dylib which depends on the driver manager installed and should link to either one based on that switch. And I have the application called db_explorer.</p>

<p>This is just an example, but you should have an idea. Does anyone have a step-by-step instructions on how to do that?</p>

40987457

Conditional compilation with Xcode

<p>I came across a strange effect:</p>

```
<code>#define CUDA_ERR_CHECK(call) call
```

```
#include <assert.h>
#include <iostream>
```

```
using namespace std;
```

```
#if defined(__CUDACC__)
```

```
// Determine the size of type on device.
template<typename T>
__global__ void deviceSizeOf(size_t* result)
{
    *result = sizeof(T);
}
```

```
// Device memory aligned vector.
```

```
template<typename T>
class VectorDevice
{
```

```
T* data;  
size_t size;  
int dim, dim_aligned;
```

public :

```
__host__ __device__  
VectorDevice() : data(NULL), size(0), dim(0) { }
```

```
__host__ __device__  
VectorDevice(int dim_) : data(NULL), size(0), dim(dim_)  
{
```

```
dim_aligned = dim_;
if (dim_ % AVX_VECTOR_SIZE)
    dim_aligned = dim + AVX_VECTOR_SIZE - dim_ % AVX_VECTOR_SIZE;
```

```
#if !defined(__CUDA_ARCH__)
```

```
// Determine the size of target type.  
size_t size, *dSize;  
CUDA_ERR_CHECK(cudaMalloc(&dSize, sizeof(size_t)));  
deviceSizeOf<T>>(1, &dSize);
```

<p>I am looking for a methodology by which I can skip certain lines of codes in java/android.
For example</p>

```
<pre><code>class Test{

    void initVersion(){
    }

    void initVersion1(){
    }

}
</code></pre>
```

<p>So if I have a settings I should tell the compiler to skip certain method while compiling for certain version. </p>

<p>I know that we can use gradle's product flavor by which you can use different class for different version. However I want the same class file for both the version but some of the methods have to be skipped. </p>

41062953

Conditional Compilation for Android/Java

<p>I'd like how to pass arguments when compiling a TASM program in order to compile section of the code optionally, that would be the equivalent of #ifdef with the -D argument in C.

How can I do that with TASM ?</p>

41228820

How to do conditional compilation with TASM?

I want to know if it is possible to select different parts of my Fortran 95 routine to compile.

For example, if I pass certain flag to gfortran, then the compiler chooses which section to use for a certain function. I know I can do it using `if` inside the routine, but the drawback is that I don't want the program to run the `if` all the time due to speed concerns. I suppose solution should be similar to [this one](http://stackoverflow.com/questions/367368/how-to-define-a-preprocessor-symbol-in-xcode)

I am working specifically with a program that calculates energies in a many-body system (say, a million). Then I don't want to put an `if` each time that I need to use a different energy definition at compilation time.

I hope this is possible and that my question is clear.

41233923

Conditional compilation in gfortran

<p>The source code is in C# and there is a lot of legacy code. I use Winforms with a GUI.</p>

<p>I use the source code to build the an assembly but this assembly is included in two different packages. One package is the free demo application (FApp) everyone can download and the second package is the not free and more professional application (ProApp). So you understand that the 2 packages don't have the same set of functionalities.</p>

<p>One defined an enum type in ProApp. I have and issue with the FApp because not all the values in the enum are relevant and they must not appear in the forms of the GUI. That is why I thought about conditional compilation. But it causes compilation errors in the methods that are using the enum. The enum is used in many line of code. Now I am not sure it is a good idea.</p>

<p>original code:</p>

```
<pre><code>public enum eCars {Toyota, Honda, Hyundai, BMW, Acura};
</code></pre>
```

<p>My not-so-good solution:

```
    #if FApp
        public enum eCars {Toyota, Honda, Hyundai};
    #else
        public enum eCars {Toyota, Honda, Hyundai, BMW, Acura};
    #endif</p>
```

<p>Like I said, many compilation errors in the methods using the enum eCars.</p>

```
<pre><code>public static bool IsItHyundai(eCars car)
{
    if (car == eCars.Hyundai)
        return true;

    return false;
}
</code></pre>
```

<p>Can you suggest another solution.</p>

I have a .NET Framework [library](https://github.com/josephrodriguez/Skyland.Pipeline) which I want to be supported in .NET Core for later deployment in [Nuget](http://www.nuget.org) with `AppVeyor`. After use this excellent tool [.Net Portability Analyzer](https://visualstudiogallery.msdn.microsoft.com/1177943e-cfb7-4822-a8a6-e56c7905292b) which determines the percentage of the code of your project what is portable to .NET Core and conflicts to support each of the selected platforms.

The only detected problem is the use of Reflection on `Resource.Designer.cs` file which is known to be not supported in .NET Core in the traditional way.

On `Resources.Designer.cs` file exist the following auto-generated code:

```
internal static global::System.Resources.ResourceManager ResourceManager {
    get {
        if (object.ReferenceEquals(resourceMan, null)) {
            global::System.Resources.ResourceManager temp = new global::System.Resources.ResourceManager("Skyland.Pipeline.Properties.Resources", typeof(Resources).Assembly);
            resourceMan = temp;
        }
        return resourceMan;
    }
}
```

The problem here is the use of `typeof(Resources).Assembly` and this can be replaced by `typeof(Resource).GetTypeInfo().Assembly` but as warn the comment on this file:

Changes to this file may cause incorrect behavior and will be lost if the code is regenerated.

I don't want abandon the `.csproj` schema overall after this [announcement](https://blogs.msdn.microsoft.com/dotnet/2016/05/23/changes-to-project-json/) of Microsoft and migrate my project to a .Net Core library with `.xproj / .project.json` project schema with which I solve my problem.

Also do not think there is an *magic* alternative using conditional compilation

<p>Apple has a policy that if your app uses IDFA you should explicitly mention that in the application submission process. I want to have code for conditional compilation of IDFA so that it is included based on some already defined preprocessor Macro i.e., INCLUDE_IDFA.
</p>

<p>Now, I have the following code for conditional compilation</p>

```
<pre><code>#define INCLUDE_IDFA 1

#import &lt;AdSupport/ASIdentifierManager.h>

#if INCLUDE_IDFA
- (NSString *)idfa {
    NSUUID *idfa = [[ASIdentifierManager sharedManager] advertisingIdentifier];
    return idfa.UUIDString;
}
#endif

-(void) idfaCaller {
    #if INCLUDE_IDFA
        NSString* idfa = [self idfa];
    #endif
}
</code></pre>
```

<p>My question is do also import AddSupport/ASIdentifierManager.h under INCLUDE_IDFA check like this </p>

```
<pre><code>#if INCLUDE_IDFA
#import &lt;AddSupport/ASIdentifierManager.h>
#endif
</code></pre>
```

<p>or should I just keep it as it is like </p>

```
<pre><code>#import &lt;AddSupport/ASIdentifierManager.h>
</code></pre>
```

I have started building a UWP application. In it, I am going to have different API deployments which changes the BaseURL like following:

```
<pre><code>//DEV Api
public const string BaseURL = "http://mydevapi.com/devApi";
//Test Api
public const string BaseURL = "http://mytestapi.com/testApi";
//UAT Api
public const string BaseURL = "http://myuatapi.com/uatApi";
//Live Api
public const string BaseURL = "http://myliveapi.com/LiveApi";
</code></pre>
```

So basically I want a way to change the baseURL on dynamically based on what kind of build I am making i.e. Dev, Test or Live.

I have previous experience of iOS and in XCode we create different [schemes](https://developer.apple.com/library/content/featuredarticles/XcodeConcepts/Concept-Schemes.html) for this purpose.

I have seen the documentation and I think the best bet I have in c# and Visual studio is [Build configuration](https://msdn.microsoft.com/en-us/library/kwybya3w.aspx) as it is described as:

<blockquote>

You can create several build configurations for a solution. For example, you can configure a debug build that your testers can use to find and fix problems, and you can configure different kinds of builds that you can distribute to different customers.

</blockquote>

I have created a new build configuration named "AppName.Dev" but how can I use it to change the baseURL constant to Dev url?

This might come off as a basic question and shows my inexperience with c# and Visual studio but I can't figure out how do I make it materialize even after reading the documentation on it. Help a fella out?

EDIT: After reading [this article](http://haacked.com/archive/2007/09/16/conditional-compilation-constants-and-asp.net.aspx/), I have created four different configurations and

<p>.</p>

```
<pre class="lang-cpp prettyprint-override"><code>#include <iostream>
#include <type_traits>

using namespace std;

template<typename T>
struct MyClass{

    void hello( void) {
        hello(std::is_same<T,bool>());
    }

    void hello(std::true_type){
        cout<<<"hello only for bools"<<<endl;
    }

};

int main(int argc, char** argv){

    MyClass<bool> myclass1;
    myclass1.hello();

    MyClass<float> myclass2;
    //myclass2.hello(); //throws error as it should

    return 0;
}
</code></pre>
```

I wrote the above code after reading <http://stackoverflow.com/questions/6627651/enable-if-method-specialization/6627748#6627748>>enable_if method specialization. I want the hello() method to exist only if template argument is bool and it works. However I am running into problems when I am trying to solve the same problem using enable_if. I have the following code. Any help is appreciated. If enable_if is not appropriate for this job, what is generally used?

```
<pre class="lang-cpp prettyprint-override"><code>#include <iostream>
```

I am using CDT version 9.x.x with eclipse Neon. I am using the CDT APIs to get the function calls inside of a function. When a conditional compilation statement as below is encountered this version of CDT is not getting the function calls inside `#if` statement rather gets the call in `#else`. In the below example it extracts `func3()` but `func2()` is expected as the macro `NLC_LS_AVL` is defined to 1 in the header file and if we preprocess the C file the function call inside `#if` i.e. `func2()`, by the pre-processor.

The same code works in eclipse Indigo and CDT 8.0.2 where the function calls inside `#if` are extracted i.e. `func2()` is extracted.

Is there any additional configuration that needs to be taken care for CDT 9.X.X for it get the right active code for conditional compilation statements? If so can anyone suggest?

Example:

```
#if (NLC_LS_AVL == 1)
    func2();
#else
    func3();
#endif
```

41630029

Eclipse CDT does not index code between `#if` `#e`

<p>My understanding is that several assemblies are produced by the compiler for ASP.NET MVC application:</p>

All code in <code>App_Code</code> is compiled into its own dll.

Individual <code>view.cshtml</code> files located inside <code>Views</code> folder are compiled each into their own separate assembly.

<p>In that regard a few questions:</p>

<p>Is there a way to produce just one assembly (preferably by merging 1 and 2 above, or at least by compiling all <code>cshtml</code> views into one assembly)?</p>

<p>Is there a way to control assembly name, version?</p>

<p>Are there any web.config settings that specifically control this on-demand compilation of cshtml files and files in the App_Code folder?</p>

<p>The reason I need more control is because I would like to use the <code>InternalsVisibleTo</code> attribute on my shared class library, so that I can use its functionality from my cshtml files (I cannot set accessibility level to <code>public</code> for my own reasons, so they have to remain <code>internal</code>, and I do not want to deal with conditional compilation either).</p>

41985790

How to control assembly generation for cshtml file:

<p>For example we have 2 project groups - <code>ProjectGroupA.bpg</code> и <code>ProjectGroupB.bpg</code>. Each group consists of EXE and BPL modules.</p>

<p>In each project group there are same projects <code>Project1.bpl</code>, <code>Project2.bpl</code>, <code>Project3.bpl</code> and different projects <code>appA.exe</code>, <code>Project5.bpl</code> and <code>appB.exe</code>, <code>Project6.bpl</code>, like so: ProjectGroupA.bpg (projects exeA-1-2-3-5) and ProjectGroupB.bpg (projects exeB-1-2-3-6).</p>

<p>In the same projects (1, 2, 3) there are minor differences in functionality for application A and B, which are best resolved by using conditional defines (e.g. including certain lines within bpl or uses sections).</p>

<p>Question is - How to set up compiler defines for the project group, so that when application A is built, all modules within it would have directive <code>DEFINE_PROJECT_A</code>, and when building application B - directive <code>DEFINE_PROJECT_B</code> ?</p>

<p>In case this can't be done, what are possible workarounds for having conditional compilation in a project group? Usage scenario is to be able to change some code on developers machine, hit F9 and see the working application immediately.</p>

42112296

How to define compiler directive for a project grou

<p>Given that:</p>

I'm programming Arduino using C++ in Visual Studio 2015 using Visual Micro;

I have my sketch in it's own Visual Micro project;

I have my custom object in it's own <code>.h</code> and <code>.cpp</code> files in their own native project; and,

I have a third project which is for TDD and it uses

<code>Microsoft::VisualStudio::CppUnitTestFramework;</code>

<p>Everything compiles nicely from it's own perspective - that is, if I run the Sketch, it runs perfectly; and if I run the Unit Tests, they run so long as I export the classes and public methods from my header file, using <code>__declspec(dllexport)</code>.</p>

<p>The problem is that for the Unit Tests to run, I have to export the classes and methods with the declaration <code>__declspec(dllexport)</code> on the previous line to them, however I have to remove these so that I can run the sketches.</p>

<p>I would have thought that creating a configuration called <code>UnitTesting</code> in the configuration manager would have worked to accommodate both scenarios, but alas I get errors:</p>

```
<pre><code>#if UnitTesting
    __declspec(dllexport)
    signed long exampleMethod();
#else
    signed long exampleMethod();
#endif
</code></pre>
```

<p>I can't see why that doesn't work!</p>

<p>Does anyone know how I can include <code>__declspec(dllexport)</code> declarations before classes and methods that I have to export during Unit Testing, yet have them ignored when running the sketches?</p>

<p>I am an experienced C# developer, but a complete beginner when it comes to MSBuild, and now I have a .csproj file containing the following XML snippet:</p>

```
<pre class="lang-xml prettyprint-override"><code>&lt;Choose&gt;
&lt;When Condition=" $(UseSimulatedResx) == true "&gt;
  &lt;PropertyGroup&gt;
    &lt;DefineConstants&gt;$(DefineConstants);SIMRESX&lt;/DefineConstants&gt;
  &lt;/PropertyGroup&gt;
  ... does something else ...
&lt;/When&gt;
&lt;/Choose&gt;
</code></pre>
```

<p>Is there way any anyone can explain me how and when the excerpt above should work? Where and when should I issue this UseSimulatedResx?</p>

<p>What I have to do is try to let SIMRESX be a conditional compilation symbol for a project in my solution so as to enable some features of our massive product.</p>

<p>Thank you in advance!</p>

42207831

Conditional conditional symbol definition in a .cspr

I have several projects in the solution, and the C# 7 features, such as tuples and throw expressions, work fine in all of the library projects, but there is a (non Core) web project that doesn't compile due to errors on the C# 7 features. Right after compiling, the error window quickly clears itself, presumably because the IDE/editor compiles the same units without error. I have to use the output window to see the compiler errors. It is as though the IDE/editor are assuming C# 7, but the compiler used in the build is not.

I've tried adding "`__DEMO__, __DEMO_EXPERIMENTAL__`" to the conditional compilation symbols, to no avail. I've experimented with targeting different version of the framework and have edited the web.config, including the `compilation` and `targetFramework` tags of `system.web`.

Example errors:

```
<code>if (!config.Properties.TryGetValue(modelId, out var model)) // error CS1003:
Syntax error, ',' expected
if (modelDescription is ComplexTypeModelDescription complexTypeModelDescription) //
error CS1026: ) expected
</code></pre>
```

Here are the first few lines of the csproj file for the project:

```
<code><?xml><Project ToolsVersion="14.0" DefaultTargets="Build" xmlns="http://schemas.
microsoft.com/developer/msbuild/2003">
  <Import Project="..\packages\Microsoft.CodeDom.Providers.DotNetCompilerPlatform.
1.0.3\build\Microsoft.CodeDom.Providers.DotNetCompilerPlatform.props" Condition="Exists
('..\packages\Microsoft.CodeDom.Providers.DotNetCompilerPlatform.1.0.3\build\Microsoft.
CodeDom.Providers.DotNetCompilerPlatform.props')"/>
  <Import Project="..\packages\Microsoft.Net.Compilers.1.3.2\build\Microsoft.Net.
Compilers.props" Condition="Exists('..\packages\Microsoft.Net.Compilers.1.3.2
\build\Microsoft.Net.Compilers.props')"/>
  <Import Project="$(MSBuildExtensionsPath)\$(MSBuildToolsVersion)\Microsoft.Common.
props" Condition="Exists('$(MSBuildExtensionsPath)\$(MSBuildToolsVersion)\Microsoft.
Common.props')"/>
</code></pre>
```

Update: I tried creating a new web project using the latest template in VS 2017 RC and copying in my source files. Same thing.

I also tried explicitly setting Project | Properties | Build | Advanced | Language Version to

<p>I am developing an Android Application in Xamarin.</p>

<p>I want to update my Package Name on PreBuild Event. So I have followed the example here:</p>

<p>Recommended way of creating test version of Android app</p>

<p>I've done the following:</p>

<p>Created a new Configuration named "DMS"</p>

<p>Defined a new Conditional compilation symbol, i.e. DMS</p>

<p>Rename my existing AndroidManifest.xml to AndroidManifest-Template.xml</p>

<p>Created the two .xslt files in the Properties folder</p>

<p>my manifest-transform.xslt</p>

```
<pre><code>&lt;?xml version="1.0" ?&gt;
&lt;xsl:stylesheet xmlns:xsl="http://www.w3.org/1999/XSL/Transform" version="1.0"&gt;
  &lt;xsl:output indent="yes" /&gt;
  &lt;xsl:template match="@*|node()"&gt;
    &lt;xsl:copy&gt;
      &lt;xsl:apply-templates select="@*|node()" /&gt;
    &lt;/xsl:copy&gt;
  &lt;/xsl:template&gt;
  &lt;xsl:template match="/manifest/@package"&gt;
    &lt;xsl:attribute name="package"&gt;
      &lt;xsl:value-of select="'your.mypackage.here'" /&gt;
    &lt;/xsl:attribute&gt;
  &lt;/xsl:template&gt;
&lt;/xsl:stylesheet&gt;
</code></pre>
```

<p>and I have added the following Pre-Build Event:</p>

```
<pre><code>&lt;Target Name="BeforeBuild"&gt;
  &lt;XslTransformation
    Condition="'$(Configuration)|$(Platform)' != 'DMS|AnyCPU'"
    Inputs="$(Project)\Properties\manifest-transform.xslt"
    Outputs="$(Project)\Properties\manifest-transformed.xml" /&gt;
&lt;/Target&gt;
</code></pre>
```

<p>When copying a target's build settings and pasting them into an xcconfig file as plain text, one finds the output sectioned off by conditions for each build configuration, e.g.:</p>

```
<pre><code>//:configuration = Debug
SETTING = value
SETTING = value
SETTING = value
```

```
//:configuration = Release
SETTING = value
SETTING = value
SETTING = value
```

```
//:completeSettings = some
SETTING
SETTING
SETTING
</code></pre>
```

<p>Some questions about how the ":configuration" directives are used:</p>

<p>If I specify a setting above all of them in the same file, will it apply to all build configurations?</p>

<p>I assume they apply to a group of settings below them, but do they apply to settings following empty lines?</p>

42355160

How do Xcode's ":configuration" conditional comp

I need to have only one Conditional Compilation Symbol on iOS class library, I have tried to change it in VS 2015.

The issue is when re-loading or closing and opening project, IDE changes the value of compilation symbol to several symbols same as attached image !!! while the tag

```
<code>&lt;DefineConstants&gt;IOS;&lt;/DefineConstants&gt;
</code></pre>
```

in the iOS.csproj has the IOS; value.

Does any one has idea about this problem ? Should I follow specific BUILD configuration on ios library?

</p>

42418351

Compilation symbol is being chagned on iOS class li

<p>I have used a class library which is being called by Web Application and Windows service.
All of them are contained in a single solution.</p>

<p>I want to execute some code in the class library based on the call of application
(Web Application/Windows service). I came across Compilation symbols
and tried to implement it but that didn't work.</p>

<p>Please find below code:</p>

```
<pre><code>#if WEB
    //call from web
    //perform operation related to web
#endif
#if WindowsService
    //call from WindowsService
    //perform operation related to WindowsService
#endif
</code></pre>
```

<p>I have set the Compilation symbol "WEB" and "
WindowsService" in my Web project and Windows Service project respectively by
going to Build tab of Project properties.</p>

<p>Note: If I set the Compilation symbol in my class library project, then it works. But it
doesn't satisfy my requirement.</p>

<p>Any help or new suggestion would be helpful!!</p>

<p>We have an application supporting iOS 9+, that is being developed in Swift 3 and Xcode 8.2.x. iOS 10 introduced a new method for registering for push notifications, described well in this post. Since iOS 9 doesn't know about the User Notifications framework, we want to use the iOS 9 method when the device is iOS 9, and use the <code>UserNotifications.framework</code> on iOS 10. In Objective C, we would accomplish this via conditional compilation (e.g. <code>#ifdef</code> statements). </p>

<p>In Swift 3, there is some facility for conditional compilation <code>#available</code> and <code>#if</code>. We try to wrap the branches of notification registration code in either of these directives, and the app will not compile. <code>#available</code> generates similar results</p>

<p>This is the case when targeting generic/real devices. The app will compile against simulators.</p>