

Id	Body	Title
414788	<p data-bbox="249 183 1634 232"><p>In C++ you are able to compile files that are not included in the solution, with c# this is not the case.</p></p> <p data-bbox="249 232 1634 280"><p>Is there a way to keep a file in a project but not have the standard SCCI provider attempt to keep checking in the fi</p> <p data-bbox="249 280 1634 329"><p>Essentially what we are wanting to do is to create "by developer" code ability similar to how we code in c++, this al</p> <pre data-bbox="249 329 1634 540"><pre><code>#ifdef (TOM) #include "Tom.h"; #endif </code></pre></pre> <p data-bbox="249 540 1634 589"><hr></p> <p data-bbox="249 589 1634 706"><p>EDIT I don't want to create new configurations in the solution file either, I want these to be as m</p>	<p data-bbox="1634 183 2303 706">How do I create compiled user files in Visual Studio 200!</p>

<p>This version is working. I've made <code>

<p>Anyone know how to store pointers in a multi-dimensional array? I think that might be the problem that i am havir

```
<pre><code>// main.cpp
#ifdef _DEBUG
#define _CRTDBG_MAP_ALLOC
#include <iostream>
#include <fstream>
#include <string>
#endif
#include "Word.h"
using namespace std;

const int WORD_SZ = 100;
Word** g_wordArray;
int g_arrSz;

static char filePath[ FILE_PATH_SZ ] = {};
void FreeWordArray();

int main( const int argc, const char **argv )
{
    int
        wrdCount = 0;
    char
        usrMenuOption  = 0,
        getFirstLetter  = 0,
        tmpArray[WORD_SZ] = {},
        *getWord = new char;
    string
        str,
        str2;
    ifstream
        inFile,
        inFile2;
    do
    {
        cout <&& "Please make a selection: \n\
a) Read a text file\n\
b) Remove words starting with letter\n\
c) Print words to console\n\
d) Quit\n";
        cin >> usrMenuOption;
        switch( usrMenuOption )
```

<p>I'm working on a large delphi 6 project with quite a lot of dependancies. It takes several minutes to compile the wh

<p>Does anyone know a way to identify, what makes the compiler slower and slower? Any tips how to organize the cc

<p>I have already tried following things:</p>

Explicitly include most of the units in the dpr instead of relying on the search path: It didn't improve anything.

Use the command line compiler dcc32: it isn't faster.

Try to see what the compiler does (using ProcessExplorer from SysInternals): apparently it runs most of the time a

<p>EDIT, Summary of the answers until now:</p>

<p>The answer that worked best in my case:</p>

The function "Clean unused units references" from cnpack

<p>The next thing I would like to try:</p>

Refactoring the unit references manually (eventually using an abstract class)

but it is much more work, since I first need to identify where the problems are. Some tools that might help:

GExperts adds a project dependencies browser to the d

Delphi Unit Dependency Viewer V1.0 do ;

Icarus which is referenced on <a href="ht

<p>Things that didn't change anything in my case:</p>

Putting every files from my program and all components in one folder without subfolders.

Defragmenting the disk (I tried with a ramdisk)

Using a ramdisk for the code source and output folders.

Turning off the live scanning antivirus

Listing all the units in the dpr file instead of relying on the search path.

Using the command line compiler dcc32 or ecc32.

<p>We branched off the main project about 6 months ago. In that time the master branch has had 100,000 more lines

<p>Now we want to take all the merge changes in our branch C and merge it back into our original branch A. But we w

<p>For example.</p>

```
<p>#if _BETA_CODE<br>
.... their new code. (Merged)<br>
#else<br>
... our old code.<br>
#endif<br></p>
```

1163718 <p>Does anyone know of a tool that can take the Diff of two projects (branch A, and the beta branch C) and merge the

Modifying Git Diff files

<p>For a static Win32 library, how can I detect that any of the "Use MFC" options is set?</p>

<p>i.e.</p>

```
<pre><code>#ifdef ---BuildingForMFC---
....
#else
...
#endif
</code></pre>
```

1196808

How to detect "Use MFC" in preprocessor

<p>I have a project that is C++ WIN32 project. I found a problem that some symbol can be recognized by the windbg but some don't. I don't know why.

The characteristics are:</p>

<p>1) both are C++ method </p>

<p>2) both function are in one .cpp file </p>

<p>3) the two functions are very close in the source file and neither of them are enclosed by a #ifdef </p>

<p>4) I have used dbh.exe to check the symbol, the symbol missing in the windbg is also not in the pdb file. </p>

<p>I am guessing if the symbol missing may due to the inheritance of the class?

Please suggest, thanks!

Bin </p>

1628588

Finding symbols for C++ source file

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

```
<pre><code>#define PROC_ADD

void main(void)
{
    while(1)
    {
#ifdef PROC_ADD
// Do this code here then undefined it to run the code in the else
// processing work
#undef PROC_ADD
#else
// now that PROC_ADD has been undefined run this code
// processing work
#endif
    }
}
</code></pre>
```

<p>However, it will run the code. But it won't run the code in the <code>else</code> after the <code>PROC_ADD</code>

<p>I think the reason could be that you can only define and undefine at compile time, and not at run-time. However, I

1802107

#define, #ifdef #undef #endif

<p>I doubt if there is a way to make compile-time conditions in Java like #ifdef #ifndef in C++.</p>

<p>My problem is that have an algorithm written in Java, and I have different running time improves to that algorithm

<p>Right now I have a set of boolean variables that are used to decide during the running time which improve should I

<p>So I want to find out a way to decide during the compilation time which parts of the program should be compiled a

<p>Does someone knows a way to do it in Java. Or maybe someone knows that there is no such way (it also would be

1813853

#ifdef #ifndef in Java

<p>My C project uses preprocessor directives to activate / deactivate some features. It's not unusu

<p>We use a script to compile the most common configurations, but I'm looking for a tool to ensure everything is com

<p>Do you know of any tool to search all ifdef / ifndef (also nested ones) and gives how many times a module have to

2012496

Tool for compiling automatically all ifdef / ifndef directiv

<blockquote>

<p>Possible Duplicate:

Do I

</blockquote>

<p>I wonder if someone could help me setup a number of NSLog statements so they print to console when executing i

```
<pre><code>NSLog(@"Print Always");
if(DEBUG) NSLog(@"Print only in debug");
</code></pre>
```

<p>Is there a simple way of doing this?</p>

<p>EDIT_001:

I tried following <a href="http://iPhoneIncubator.com/blog/debugging/how-to-create-conditional-log-statements-in-x

</p>

<p>When you come to use this its simply a case of adding (see below) or some marco to remove the messy #ifdef / #e

```
<pre><code>NSLog(@"You always see me?");
#ifdef DEBUG
NSLog(@"Only in DEBUG");
#endif
</code></pre>
```

2623462

Suppressing NSLog statements for release?

<p>How can I add a 'or' condition in #ifdef ?</p>

<p>I have tried "</p>

```
<pre><code>#ifdef CONDITION1 || CONDITION2  
  
#endif  
</code></pre>
```

<p>This does not work.</p>

2998864

How to add a 'or' condition in #ifdef

<p>While building an existing code base on Mac OS using its native build setup I am getting some basic strange error w

<p>Does any of you have any idea, as I have seen it's been discussed earlier as well in this forum without any good rea
But still I am unable to compile the code because this error appears.</p>

<p>Source are like the code given below and compilation error appears</p>

```
<pre><code>$ cat a.h
#include <string>;
#include <sstream>;

namespace brijesh {
    typedef std::string String;

    template<class T>
    String toString(T value) {
        std::ostringstream buffer;
        buffer << value;
        return buffer.str();
    }

$ cat b.h
#include "a.h"
namespace brijesh {
    class Platform {
    public:
        static String getName();
    };
}
```

```
$ cat b.cpp
#include "b.h"

namespace brijesh {

    String Platform::getName()
    {
        String name = "UNKNOWN";
#ifdef LINUX
        name = "linux";
#endif
#ifdef MACOSX
        name = "Mac";
#endif
    }
}
```

<p>So I can write code like this:</p>

```
<pre><code>#ifdef [whatever]
// do stuff that will never show up in the production version
#endif
</code></pre>
```

3223753

<p>I want to undefine variable when compiling on SunOS. Therefore, i tried to put</p>

```
<pre><code>#ifdef SunOS
#undef FOO
#endif
</code></pre>
```

<p>but it does not work. The problem is in #ifdef sunos ? Should i declarate it, or complier do it by itself ? </p>

<p>regards
S.</p>

3336200

Is there a macro that Xcode automatically sets in debug

ifdef & solaris

<p>I have the following assignment:</p>

<blockquote>

<p>Write a function in C that allocates block of memory and returns a pointer to the start of the memory under these

All addresses in the block are divisible by 32

Allocated at least the number of the bytes required

Every cell in the block is initialized to zero

No global variants, minimum complexity

<p>Write another function that also releases the memory that you allocated. (You know that the aforesaid memory v

</blockquote>

<p>Here is a debugging temporary solution:</p>

<p>"aligned_malloc.h":</p>

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

#include <stdio.h>
#include <stdlib.h>
#include <malloc.h>

#define ALIGNMENT 16

#if ALIGNMENT > 255
#error "This 'void *aligned_malloc(size_t size)' function can only handle alignment < 256"
#endif

#if ALIGNMENT < 0
#error "This 'void *aligned_malloc(size_t size)' function can only handle a non negative alignment"
#endif

void* aligned_malloc(size_t size);
void aligned_free(void *aligned_p);

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

<p>"aligned_malloc.c":</p>

<p>This is a very strange problem...

removing the cout in the function below causes it to stop printing the correct/expected results and printing garbage va

```
<pre><code>bool extract_tension(std::vector<double> &interfacial_tension_trap,
    std::vector<double> &interfacial_tension_simp,
    const std::string data,
    const unsigned int num_slabs,
    const double z_min, const double z_max)
{
```

```
    //start @ first number
    unsigned int start = 17;
    unsigned int end = 17;
```

```
    std::vector<double> px;
    std::vector<double> py;
    std::vector<double> pz;
```

```
    std::vector<double> pn_minus_pt;
```

```
    double result_simp=0.0;
    double result_trap=0.0;
```

```
    //skip timestep entry
    end=get_next_space(start, data);
```

```
    for(unsigned int counter=0; counter<num_slabs;counter++)
    {
        start = end+2;
```

```
        end=get_next_space(start, data);
        px.push_back(atof(data.substr(start,(end-start+1)).c_str()));
        //skip the space
        start = end+2;
        end=get_next_space(start, data);
        py.push_back(atof(data.substr(start,(end-start+1)).c_str()));
        //skip the space
        start = end+2;
        end=get_next_space(start, data);
        pz.push_back(atof(data.substr(start,(end-start+1)).c_str()));
```

```
    //calculate pressure difference
    //WARNING : Unit conversion ahead
```

<p>For C/C++, people use #ifdef .. #endif technique to prevent reloading libraries, and Objective-C uses import to do tl

<p>How about lisp/elisp? If (require 'cl) is used before, and (require 'cl) is seen somewhere, lisp is clever enough not to

3571457

Does 'require' in elisp/lisp prevent from reloading librar

<p>I have this include file (<code>memory.h</code>)</p>

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

#ifdef __cplusplus
extern "C" {
#endif

typedef struct mmemory {
    int* cells;
    int* current_cell;
    int cells_number;
} memory;

void memory_init(memory* mymemory, int size);
void step_left(memory* mymemory, int steps);
void step_right(memory* mymemory, int steps);
void cell_inc(memory* mymemory, int quantity);
void print_cell(memory* mymemory);
void get_char(memory* mymemory);

#ifdef __cplusplus
}
#endif

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

<p>And this implementation file (<code>memory.c</code>)</p>

```
<pre><code>#include <stdlib.h>
#include "memory.h"

void
memory_init (memory* mymemory, int size)
{
    mymemory->cells = (int*) malloc (sizeof (int) * size);
    mymemory->cells_number = size;
    mymemory->current_cell = (int*) ((mymemory->cells_number / 2) * sizeof (int));
}

//other function definitions follow
</code></pre>
```

<p>I was wondering if there is some standardized way of getting type sizes in memory at the pre-processor stage - so i

<p>If their isn't a standardized method are their conventional methods that most IDE's use anyway?</p>

<p>Are there any other methods that anyone can think of to get such data?</p>

<p>I suppose I could do a two stage build kind of thing, get the output of a test program and feed it back into the IDE,

<p>Thoughts?</p>

<p>EDIT:</p>

<p>I just want to be able to swap code around with</p>

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

<p>Was it naive of me to think that an IDE or underlying compiler might define that information under some macro? S

<p>EDIT FURTHER</p>

<p>What I imagined as a conceivable concept was this:</p>

<p>The C++ Committee has a standard that says for every type (perhaps only those native to C++) the compiler has to

```
<pre><code>#define CHAR_SIZE 8
#define INT_SIZE 32
#define SHORT_INT_SIZE 16
#define FLOAT_SIZE 32
// etc
</code></pre>
```

<p>Is there a flaw in this process somewhere?</p>

<p>EDIT EVEN FURTHER</p>

<p>In order to get across the multi-platform build stage problem, perhaps this standard could mandate that a simple r

<p>Apologies:</p>

<p>I've been using 'Variable' instead of 'Type'</p>

<p>In Visual Studio 2008 (without SP1), I can compile and run this code</p>

```
<pre><code>// vcconsole.cpp : Defines the entry point for the console application.
//

#include "stdafx.h"
#define NOERROR
#ifdef /*

    */ NOERROR
void pr() {
    printf("hello world..\n");
}
#endif

int _tmain(int argc, _TCHAR* argv[])
{
    pr();
    return 0;
}
</code></pre>
```

<p>But if I manually replace the block comment with spaces :</p>

```
<pre><code>// vcconsole.cpp : Defines the entry point for the console application.
//

#include "stdafx.h"
#define NOERROR
#ifdef

    NOERROR
void pr() {
    printf("hello world..\n");
}
#endif

int _tmain(int argc, _TCHAR* argv[])
{
    pr();
    return 0;
}
</code></pre>
```

<p>I'm trying to convert a program and its plugin from custom Makefiles to CMake, with minimal changes to the code.

<p>Both the plugin and the app share some code; #ifdef ... #else ... #endif blocks are used where there are differences

```
<pre><code>#ifdef THE_APP
ToolImage::ToolImage(const wxString& name, bool full_path_given):wxImage(full_path_given?name:
(wxGetApp().GetResFolder() + _T("/bitmaps/") + name + _T(".png")), wxBITMAP_TYPE_PNG)
#else
ToolImage::ToolImage(const wxString& name, bool full_path_given):wxImage(full_path_given?name:
(theApp.GetResFolder() + _T("/bitmaps/") + name + _T(".png")), wxBITMAP_TYPE_PNG)
#endif
{
...
}
</code></pre>
```

<p>When the program and its plugin have been compiled with the custom Makefiles, everything works as expected. \

<p>I tracked the problem to the ToolImage class. The line number given by gdb tells me that the plugin is using the wr

<p>How do I ensure that the plugin uses its own ToolImage class instead of the one in the app?! I don't own the projec

<p>Using the precompiler to create two versions of a class seems like a poor choice to me. If I must make changes to t

4675481

identically-named classes in app and lib cause issues *af

<p>ListenSocket.h</p>

<pre><code> // class does not contain WSASTARTUP () and WSACLEANUP ()

```
#ifndef LISTENTHREAD_H
#define LISTENTHREAD_H
#include "includes.h"
#include "LOGMSGs.h"
```

```
// 1, CListenSocket: class is used to create the listener thread local variable.
// This class can be reused. When you call Close () is closed, re-calling Open () the new listening port. But the system di
class CListenSocket
{
public:
    // main method:
    // BIND each object only to a port.
    CListenSocket(u_short nPort, int nSndSize = 0);
    // to release SOCKET
    ~CListenSocket(){};
    // Create server listening SOCKET, specific options see the code. Fails to return false.
    bool  Open(); // call can be repeated
    // error return INVALID_SOCKET
    SOCKET Accept(u_long & nClientIP);
    // repeated calls. Usually not, can be used to take the initiative to close the SOCKET.
    // close the re-call after Open () re-use the object.
    void  Close(); // call can be repeated
    bool  IsOpen() { return m_bState; }
    bool  Rebuild();
public:
    SOCKET Socket() { return m_sockListen; }
protected:
    // main member variables:
    const u_short  m_nPort;
    const int      m_nSndBuf;
    SOCKET m_sockListen;
    // network status is normal sign.
    // When the value is false that the object is not available. May not have Open (), may also be a network error.
    bool  m_bState;
    time_t m_tCloseTime; // SOCKET last closed the time delay for the automatic re-SOCKET
};
```

<p>RC5.h</p>

```
<pre><code>#ifndef RC5_H
#define RC5_H

#define RC5_32      32

#define RC5_12      12
#define RC5_SUB     (RC5_12*2 + 2)

#define RC5_16      16
#define RC5_KEY     (RC5_16/4)

const unsigned long RC5_PW32  = 0xB7E15163;
const unsigned long RC5_QW32  = 0x61C88647;

const unsigned char RC5PASSWORD_KEY[16] = { 0x3C, 0xDC, 0xFE, 0xE8, 0xC4, 0x54, 0xD6, 0x7E,
                                             0x16, 0xA6, 0xF8, 0x1A, 0xE8, 0xD0, 0x38, 0xBE };
const unsigned char RC5BAPASSWORD_KEY[16] = { 0x44, 0xD0, 0xE2, 0xBA, 0x4A, 0x38, 0x14, 0x44,
                                             0x64, 0xE0, 0x12, 0xAE, 0xDA, 0x56, 0x1C, 0xF8 };

////////////////////////////////////

class CRc5
{
public:
    void Rc5InitKey(const unsigned char bufKey[RC5_16]);
    void Rc5Encrypt(void* buf, int nLen8);
    void Rc5Decrypt(void* buf, int nLen8);

protected:
    unsigned long  m_bufKey[RC5_KEY];
    unsigned long  m_bufSub[RC5_SUB];
};

#endif // RC5_H
</code></pre>
```

<p>RC5.cpp</p>

```
<pre><code>#include <string>
#include <assert.h>
```

<p>What is the importance of .pch file and what is the significance of "#ifdef OBJC"?</p>

<p>Also, where do we define parameters like "#ifdef IS_PRODUCTION" which are checked in .pch file.</p>

5033666

<AppName>.pch file usage

<p>When compiling with gcc we can view preprocessed source files with option -E. How can we apply this to the Make

5710635

View Linux module source file after preprocessed

<p>I try to porting function on the OpenCL kernel, but compiler gave me next error:</p>

```
<pre><code> cvmsErrorCompilerFailure: LLVM compiler has failed to compile a function.
</code></pre>
```

<p>Here is my kernel code:</p>

```
<pre><code>//#pragma OPENCL EXTENSION cl_khr_byte_addressable_store : enable

//#####
// Utils function
//#####
void memcpy(unsigned char *dst, const unsigned char *src, size_t len) {
    for (size_t i = 0; i < len; i++)
        dst[i] = src[i];
}

//#####
// Tree hashing constants definition
//#####
/* tweak word T[1]: bit field starting positions */
#define SKEIN_T1_BIT(BIT)    ((BIT) - 64)    /* offset 64 because it's the second word */

#define SKEIN_T1_POS_TREE_LVL SKEIN_T1_BIT(112)    /* bits 112..118: level in hash tree */
#define SKEIN_T1_POS_BIT_PAD SKEIN_T1_BIT(119)    /* bit 119 : partial final input byte */
#define SKEIN_T1_POS_BLK_TYPE SKEIN_T1_BIT(120)    /* bits 120..125: type field */
#define SKEIN_T1_POS_FIRST SKEIN_T1_BIT(126)    /* bits 126 : first block flag */
#define SKEIN_T1_POS_FINAL SKEIN_T1_BIT(127)    /* bit 127 : final block flag */

/* tweak word T[1]: flag bit definition(s) */
#define SKEIN_T1_FLAG_FIRST (((unsigned long) 1) &lt;&lt; SKEIN_T1_POS_FIRST)
#define SKEIN_T1_FLAG_FINAL (((unsigned long) 1) &lt;&lt; SKEIN_T1_POS_FINAL)
#define SKEIN_T1_FLAG_BIT_PAD (((unsigned long) 1) &lt;&lt; SKEIN_T1_POS_BIT_PAD)

//#####
// Skein macros
//#####
#ifndef RotL_64
#define RotL_64(x, N)  (((x) &lt;&lt; (N)) | ((x) &gt;&gt; (64-(N))))
#endif

//#####
```

<p>Suppose my program is: </p>

```
<pre><code>typedef int MYINT;
```

```
int main()
{
    MYINT x = 5;
    .....
    do_something()
    .....
    /* I wanna test whether MYINT is defined or not */
    /* I can't use: ifdef (MYINT), since MYINT is not a macro */

    .....
    return 0;
}
</code></pre>
```

<p>Actually, I encountered this problem while I was using a cross-compiler for vxworks. The cross-compiler header file

<p>But, my stack's header file used: </p>

```
<pre><code> #ifndef INT
#define int INT
</code></pre>
```

<p>Can you please suggest how to test typedefs, whether they are defined previously or not?</p>

<p>Thanks in advance.</p>

5754857

Can we verify whether a typedef has been defined or not?

In C to parallelize a loop with `schedule(static)` would mean that the chunk size is quickly computed

For my project I have to iterate through 9 different chunk sizes, one of which is "default". This is how I did it:

I wrote a perl loop that compiles my program with `-DCHUNKSIZE=$c` and in the `omp`:

Question: what can I do for default? Chunk size of 0 doesn't work :

Thanks!

P.S.

I was hoping to avoid having `#ifdef ... #else ... #endif` since I have very many loops that are parallelized.

5781843

C OpenMP - Enforce default chunk size

<p>I'm having some trouble getting a password protected PFX certificate to install through WiX.</p>

<p>I'm using WiX 3.5.2519.0.</p>

<p>I include a PFX file as follows:</p>

```
<pre><code>&lt;Binary Id="My.Binary"
SourceFile="$(var.ProjectDir)MyProject$(var.ConfigSuffix).pfx" /&gt;
</code></pre>
```

<p>The value of \$(var.ConfigSuffix) varies based on solution configuration (e.g. " (Debug)", " (Stage)"). For "Release", it

<p>I have various solution configurations, all but one use a non-password protected PFX certificate, "Release" uses a p

```
<pre><code>&lt;?ifdef $(var.PfxPassword) ?&gt;
&lt;iis:Certificate
Id="My.Certificate"
StoreName="root"
Overwrite="yes"
Name="My Web Site$(var.ConfigSuffix)"
Request="no"
BinaryKey="MyCertificate.Binary"
StoreLocation="localMachine"
PFXPassword="$(var.PfxPassword)" /&gt;
&lt;?else?&gt;
&lt;iis:Certificate
Id="My.Certificate"
StoreName="root"
Overwrite="yes"
Name="My Web Site$(var.ConfigSuffix)"
Request="no"
BinaryKey="MyCertificate.Binary"
StoreLocation="localMachine" /&gt;
&lt;?endif?&gt;
</code></pre>
```

<p>I have also tried replacing "\$(var.PfxPassword)" with "[PFXPASSWORD]" (having defined this elsewhere), and the a

```
<pre><code>Action start 12:29:02: InstallCertificates.
InstallCertificates: Error 0x80070056: Failed to open PFX file.
InstallCertificates: Error 0x80070056: Failed to get SHA1 hash of certificate.
InstallCertificates: Error 0x80070056: Failed to resolve certificate: LinnRecords.Certificate
CustomAction InstallCertificates returned actual error code 1603 (note this may not be 100% accurate if translation ha
```

<p>i want to make a question about developing using #ifdef directive.</p>

<p>I want to make some code in objective-c only for debug use, for example:</p>

<p>in main function do this:</p>

```
<pre><code>#define DEBUG_LEVEL
</code></pre>
```

<p>in my interface do this:</p>

```
<pre><code>#ifdef DEBUG_LEVEL
BOOL editorIsDragged;
BOOL editorIsSelected;
#endif
</code></pre>
```

<p>.... other property</p>

```
<pre><code>#ifdef #DEBUG_LEVEL
@property (nonatomic, readwrite) BOOL editorIsDragged;
@property (nonatomic, readwrite) BOOL editorIsSelected;
#endif
</code></pre>
```

<p>then in my implementation do this:</p>

```
<pre><code>#ifdef #DEBUG_LEVEL
@synthesize editorIsDragged, editorIsSelected;
#endif
</code></pre>
```

<p>but i receive an error because in synthesize <code>editorIsDragged</code> and <code>editorIsSelected</code> are
If i try to define my own setter/getter method I receive the same error, because my vars (<code>editorIsDragged</code> and <code>editorIsSelected</code> are not declared in the interface)

<p>I in C use this method for write only debug code, but in obj-c what i must use??</p>

<p>thank you!</p>

```
<pre><code> #include <iostream>

#define MY_CHK_DEF(flag) \
#ifdef (flag) \
    std::cout<<#flag<<std::endl; \
#else \
    std::cout<<#flag<<" ,flag not define"<<std::endl; \
#endif

int main()
{
    MY_CHK_DEF(FLAG_1);
    MY_CHK_DEF(FLAG_2);
    MY_CHK_DEF(FLAG_3);
    ...
}
</code></pre>
```

<p>complier report:</p>

<p>main.cpp:3:24: error: '#' is not followed by a macro parameter</p>

<p>any ideas?</p>

<p>Thanks</p>

5946218

how to use #if,#else,#endif... inside c macro

<p>I'm working with LKM outside the kernel tree and I want to use some compiling options for my module like MYLKM

<p>And one more question. Is it possible to <code>make menuconfig</code> for only my module, not for the whole k

<p>Thanks.</p>

6041021

Kconfig and LKM

According to [this](http://pubs.opengroup.org/onlinepubs/9699919799/idx/head.html)

```
#ifndef __USE_POSIX2
/* Get definitions and prototypes for functions to process the
   arguments in ARGV (ARGC of them, minus the program name) for
   options given in OPTS. */
# define __need_getopt
# include <getopt.h>
#endif
</code></pre>
```

Does this mean that `getopt.h` is implicitly included when you include `unistd.h`? I me

6214690

Should I expect POSIX to include getopt.h?

Why doesn't the following code work as expected?

```
void foobar(int);

#ifndef foobar
printf("foobar exists");
#endif
</code></pre>
```

It *always* prints the message; it obviously cannot detect the existence of a function as an entity. (Is it a

Why can't `#ifdef` (or its variants) detect function declarations? Declarations should be available at t

6234755

Does `#ifdef` (or other Preprocessor Directives) Work for

<p>I need to log a lot of information in my software for debugging.
However I need this option only during development, I would prefer to exclude all this code in Release.</p>

<p>Of course I can surround the place I want to debug with "if":</p>

```
<pre><code>if (isDebugMode()) {  
    Logger.log(blahblah);  
}  
</code></pre>
```

<p>But because my software is pretty time-critical, I want to avoid a lot of unnesseray "if" tests.</p>

<p>I.e. I think I need analog of c "#define #ifdef #ifndef". Are there any technics in c# or .net to solve my task easily?</p>

<p>I have seen partial solutions over the internet but none that really satisfied me: what do I have to put into my .vimrc

<p>I need to set <code> #ifdef </code> - checks for conditional compile. I want to automate the process but cannot sp

<p>(Explanation) I need to define a type that is 64 bits in size. On 64bit OS it is a long, on most others it is a long long.<

<p>I found this ans

<p>[edit] a han

<p>Let's say I've got a custom framework with a dozen classes and categories. They all inherit from/extend standard c

<p>My question is, if I add a class which requires < QuartzCore >, what is the recommended way to package that?</p>

<p>1) If I simply add the class to the framework, and import QuartzCore, any consumer of my framework has to also ir

<p>2) If I move the class into another framework, any consumer has to import both my frameworks to get the full func

<p>3) Is there a way to do #ifdef #endif or something similar and then weak-link the QuartzCore framework so that bo

how to add debug code? (should go to Debug, shouldn't

Autofold #ifdef..#endif in vim via .vimrc

Is there a standard way to determine at compile-time if

Cocoa best practice for architecting a custom framewor

<blockquote>

<p>Possible Duplicate:

Why is (void) 0 a n

</blockquote>

<p>On my implementation of C++ (Visual Studio 2008 implementation) I see the following line in <code><assert&g

```
<pre><code>#ifdef NDEBUG
#define assert(_Expression) ((void)0)
</code></pre>
```

<p>I do not understand the need to cast 0 to void. It seems to me that</p>

```
<pre><code>#ifdef NDEBUG
#define assert(_Expression) (0)
</code></pre>
```

<p>or even simply</p>

```
<pre><code>#ifdef NDEBUG
#define assert(_Expression) 0
</code></pre>
```

<p>would do, considering the contexts in which <code>assert(expr)</code> can be used.</p>

<p>So, what's the danger of 0 of type int instead of 0 of type void in this case? Ar

7002719

casting 0 to void

<p>see in one code i have written </p>

```
<pre><code>void my_function()
{
INT32 i;  /* Variable for iteration */
/* If system is little-endian, store bytes in array as reverse order */
#ifdef LITTLE
{
    // i m using i for operating one loop
}
#endif

/* If the system is big-endian, store bytes in array as forward order */
#ifdef BIG
{
    // using i for loop
}
#endif
return;
}
</code></pre>
```

<p>by compiling this code with -Wall flag it shows </p>

```
<pre><code> warning: unused variable 'i'
</code></pre>
```

<p>why?
how can i remove this?</p>

7093663

warning: unused variable

<p>First of all - I know how to call unmanaged functions. I'm stuck with interface methods in unmanaged dll. I think, w

<p>Please, help me with real code.</p>

<p>I have:</p>

- old DLL (C);
- 2 header files;
- lib files (what for?).
- !NO SOURCES!

<p>Here is some code in .h file (point of interest - DECLARE INTERFACE):</p>

```
<pre><code>#ifdef __BUILD_DLL
#define BLNETPASS_EXPORT __declspec(dllexport)
#else
#define BLNETPASS_EXPORT
#endif

#include "BNetpassUid.h"
extern "C"
{
    BLNETPASS_EXPORT HRESULT WINAPI BNetPassCreateA
        (LPCSTR pHostName, const GUID *, VOID **);

    BLNETPASS_EXPORT HRESULT WINAPI BNetPassCreateW
        (LPCWSTR pHostName, const GUID *, VOID **);

    BLNETPASS_EXPORT HRESULT WINAPI CanBeUnload (DWORD dTimeout );

    ...

    #ifdef UNICODE
    #define BNetPassCreate BNetPassCreateW
    #else
    #define BNetPassCreate BNetPassCreateA
    #endif

    #undef INTERFACE
    #define INTERFACE INetPass
```


<p>I 'm emacs cedet user. i got great help from cedet.</p>

<p>but, I found some error prcessing #ifdef handling in cedet.
not sure it's from cedet internal or my mis-configuration.
I quote some code in Curl where this issue happens.</p>

```
<pre><code>#ifdef CURL_DO_LINEEND_CONV
  if((data-&gt;set.crlf) || (data-&gt;set.prefer_ascii)) {
#else
  if(data-&gt;set.crlf) {
#endif /* CURL_DO_LINEEND_CONV */
  endofline_native = "\n";
</code></pre>
```

<p>With this code, there must be some mis-parenthesis match. Because I got errors using (eassist-list-methods) or oth

<p>I could easily guess this might be from two braces in #ifdef .. #endif block.
I contracted these to like this.</p>

```
<pre><code>#ifdef CURL_DO_LINEEND_CONV
  if((data-&gt;set.crlf) || (data-&gt;set.prefer_ascii))
#else
  if(data-&gt;set.crlf)
#endif /* CURL_DO_LINEEND_CONV */
{
  endofline_native = "\n";
</code></pre>
```

<p>after this, cedet semantic functions works well.</p>

<p>any idea about this? is it from cedet parser problem? </p>

<p>if there is some point I have to configure in cedet, could you give me some insight ?</p>

<p>thanks</p>

7218671

cedet parsing issue on #ifdef

I am using the `-LITTLE` flag for choosing **little endian** calculation and
`-BIG` for **big endian** calculation in my project while compiling.

```
#ifdef LITTLE
{
    // i'm using i for operating one loop
}
#endif

/* If the system is big-endian, store bytes in array as forward order */
#ifdef BIG
{
    // using i for loop
}
#endif
</code></pre>
```

like

```
gcc -LITTLE my_c_file.c
</code></pre>
```

I want to check if user hasn't given any of flag at compile time then compilation does not takes place and give an e

How can I do that?

7358629

How can I check presence of flag at compile time?

<p>I'm trying to write a macro similar to the following:</p>

```
<pre><code>#ifndef DEPRECATED_ATTRIBUTE_MESSAGE
#define DEPRECATED_ATTRIBUTE_MESSAGE(message) __attribute__((deprecated (message)))
#endif
</code></pre>
```

<p>And this works, but only with the Apple LLVM 3.0 compiler. It breaks at compile time for anything else meaning I h

```
<pre><code>#ifndef DEPRECATED_ATTRIBUTE_MESSAGE
#define DEPRECATED_ATTRIBUTE_MESSAGE(message) __attribute__((deprecated))
#endif
</code></pre>
```

<p>which is much less useful.</p>

<p>My question:</p>

<p>I think the solution is to apply some macro to identify the version of the compiler at compile time. Is there a way t

<p>Ideally, I'd like to work out something like this, but I can't find the right macro to figure it out:</p>

```
<pre><code>#ifdef [Apple LLVM 3.0]
#ifndef DEPRECATED_ATTRIBUTE_MESSAGE
#define DEPRECATED_ATTRIBUTE_MESSAGE(message) __attribute__((deprecated (message)))
#endif
#else
#ifndef DEPRECATED_ATTRIBUTE_MESSAGE
#define DEPRECATED_ATTRIBUTE_MESSAGE(message) __attribute__((deprecated))
#endif
#endif
</code></pre>
```

7419167

Determine LLVM versus GCC at compile time

<p>I have two targets in my iPhone iOS project: <code>Production</code> and <code>Preview</code>.</p>

<p>I now want to execute a line of code, only if I am in the target <code>Preview</code>.
I guess this would have to be some sort of <code>#ifdef ...</code>. I found <a href="http://stackoverflow.com/questic

<p>Example:</p>

```
<pre><code>-(BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    #ifdef MY_PREVIEW_TARGET
        [SomeLibraryWhichIsInPreviewTarget someMethod];
    #endif

    // Code that applies for both targets ...
}
</code></pre>
```

<p>Thanks for your help </p>

7470537

iOS: Conditional code depending on current target

<p>Hey guys im working on creating a new function in legacy visual C++ 6.0 dll project, so that a C# dll can call into, ho

<p>this is a really trimmed down version of the header file</p>

```
<pre><code>#ifdef _V7SSCOMM_CPP_
#define _DECL_V7COMM_DLL __declspec(dllexport)
#else
#define _DECL_V7COMM_DLL __declspec(dllimport)
#endif

#ifdef __cplusplus
extern "C" {
#endif
_DECL_V7COMM_DLL  DWORD V7ssGetFileDirInfoUnicode(LPCSTR szSign, V7_FILE_LIST_TYPE eListType, LPCSTR szSe

#ifdef __cplusplus
}
#endif

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

<p>and for the cpp file</p>

```
<pre><code>_DECL_V7COMM_DLL  DWORD V7ssGetFileDirInfoUnicode(LPCSTR szSign,
                                                    V7_FILE_LIST_TYPE eListType,
                                                    LPCSTR szServer, LPCSTR szLibrary, LPCSTR szExt,
                                                    DWORD *pdwFileCnt, wchar_t *pbyFileBuf, DWORD *pdwFileBufSize)
{
    if (!szSign || !szServer || !szLibrary || !szExt || !pdwFileCnt || !pbyFileBuf || !pdwFileBufSize)
        return (RPC_S_INVALID_ARG);

    error_status_t Error = rpcGetFileDirInfoUnicode(
        /* [in] */ g_hRpcBinding,
        /* [in, string] */ (unsigned char *)szSign,
        /* [in] */ (unsigned long)eListType,
        /* [in, string] */ (unsigned char *)szServer,
        /* [in, string] */ (unsigned char *)szLibrary,
        /* [in, string] */ (unsigned char *)szExt,
        /* [out] */ (unsigned long *)pdwFileCnt,
        /* [out, size_is(*pdwFileBufSize)] */ (wchar_t *)pbyFileBuf,
        /* [in, out] */ (unsigned long *)pdwFileBufSize);
}</pre>
```

<p>I have some classes implementing some computations which I have to optimize for different SIMD implementations e.g. Altivec and SSE. I don't want to pollute the code with <code>#ifdef ... #endif</code> blocks for each method I have to optimize so I tried a couple of other approaches, but unfortunately I'm not very satisfied of how it turned out for reasons I'll try to clarify. So I'm looking for some advice on how I could improve what I have already done.</p>

<p>1.Different implementation files with crude includes</p>

<p>I have the same header file describing the class interface with different "pseudo" implementation files for plain C++, Altivec and SSE only for the relevant methods:</p>

```
<pre><code>// Algo.h
#ifndef ALGO_H_INCLUDED_
#define ALGO_H_INCLUDED_
class Algo
{
public:
    Algo();
    ~Algo();

    void process();
protected:
    void computeSome();
    void computeMore();
};
#endif
```

```
// Algo.cpp
#include "Algo.h"
Algo::Algo() { }
```

```
Algo::~~Algo() { }
```

```
void Algo::process()
{
    computeSome();
    computeMore();
}
```

```
#if defined(ALTIVEC)
```

<p>How to deal with this warning from PC Lint?</p>

<p>I have in several files the <code>#include <GenericTypeDefs.h></code>. PC Lint shows me the message <code>

<p>I would like to suppress this warning if possible.</p>

<p>You can see the same reported <a href="http://www.gimpel.com/Discussion.cfm?ThreadMode=Next&Threac

<p>This is my code, for which my compiler emits warnings:</p>

<p><code>checksum.h</code></p>

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

```
#include &lt;GenericTypeDefs.h&gt;
```

```
BOOL isChecksumCorrect(const UINT8 *dataPointer, UINT8 len, UINT8 checksumByte);
```

```
#ifdef __cplusplus
extern "C" {
#endif
</code></pre>
```

<p><code>cryptography.h</code></p>

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

```
#include &lt;GenericTypeDefs.h&gt;
```

```
UINT8 encrypt(UINT8 c);
UINT8 decrypt(UINT8 c);
```

```
#ifdef __cplusplus
extern "C" {
#endif
</code></pre>
```

<p><code>crc8.h</code></p>

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

<p>What's the equivalent of C++'s `<code>#ifdef</code> <code>#endif</code> macro in JSP?
Is there such thing in JSP?</p>`

<p>I want to conditionally include files in one JSP or another.
Reason for doing that is because I have a nested setup (nested jquery ui tabs). I prefer to include files in the outermost
I'm using `<code><%@ include ... %></code>` to include files.</p>

<p>If it's possible, how would you implement that?
I think JSP include action (`<code><jsp:include></code>`) would work, but that's probably slower than JSP include

<p>Thanks.</p>

7774623

What's the equivalent of C++'s "#ifdef #endif" macro in .

<p>I have to use lot of `<code>#ifdef</code>` and `<code>#endif</code>` for architecture specific code and s

<p>We have to keep the common code base and portable.</p>

<p>But we have to follow the guideline that use of `<code>#ifdef</code>` is strict no. I dont understand why?</p>

<p>As a extension to this question I would also like to understand when to use `<code>#ifdef</code>` ?</p>

8010234

<p>For example, `<code>dlopen()</code>` cannot open 32 bit binary while running from 64 bit process and vice versa. Thus its more ar

Is it a bad practice to use `<code>#ifdef</code>` in code?

<p>So I have 2 targets: 1 is my application the other is for unit tests.</p>

<p>In my code I need to know which target its running in order to skip a block if code while running unit tests. Is this p

```
<pre><code>#ifdef "Some how figure out what target we are in"
// run this code if we are not running the unit test target
#endif
</code></pre>
```

8042821

Checking which target is executing

<p>The author claims that his awk script will print out all the limits for a POSIX.1 and XSI compliant system. I am using

<pre><code># Run with awk -f <awk_script>;

```
BEGIN {
    printf("#include \"apue.h\"\n")
    printf("#include &lt;errno.h>\n")
    printf("#include &lt;limits.h>\n")
    printf("#include &lt;stdio.h>\n")
    printf("\n")

    printf("int log_to_stderr = 0;\n")

    printf("static void pr_sysconf(char *, int);\n")
    printf("static void pr_pathconf(char *, char *, int);\n")
    printf("\n")
    printf("int\n")
    printf("main(int argc, char *argv[])\n")
    printf("{\n")
    printf(" if (argc != 2)\n")
    printf("  err_quit(\"usage: a.out &lt;dirname>\");\n")
    FS="\t+"
    while (getline &lt;"sysconf.sym" &gt; 0) {
        printf("#ifdef %s\n", $1)
        printf(" printf(\"%s defined to be %%d\\n\", %s+0);\n", $1, $1)
        printf("#else\n")
        printf(" printf(\"no symbol for %s\\n\");\n", $1)
        printf("#endif\n")
        printf("#ifdef %s\n", $2)
        printf(" pr_sysconf(\"%s =\", %s);\n", $1, $2)
        printf("#else\n")
        printf(" printf(\"no symbol for %s\\n\");\n", $2)
        printf("#endif\n")
    }
    close("sysconf.sym")
    while (getline &lt;"pathconf.sym" &gt; 0) {
        printf("#ifdef %s\n", $1)
        printf(" printf(\"%s defined to be %%d\\n\", %s+0);\n", $1, $1)
        printf("#else\n")
        printf(" printf(\"no symbol for %s\\n\");\n", $1)
        printf("#endif\n")
        printf("#ifdef %s\n", $2)
        printf(" pr_pathconf(\"%s =\" argv[1] %s);\n", $1, $2)
```

In a `UISplitViewController` setup on iPad, `RootViewController` is a `UIViewCor`

My App has several targets. Depending on the target selected (and via `#ifdef ...` in the code), I'd like

I guess the changes have to be made in `application:didFinishLaunchingWithOptions`

```
<code>- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchC
{
    // Add the split view controller's view to the window and display.
    self.window.rootViewController = self.splitViewController;
    [self.window makeKeyAndVisible];

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

== EDIT ==

I deleted all controllers from MainWindow.xib, then added the following lines in the AppDelegate. RootViewContr

```
<code>splitViewController = [[UISplitViewController alloc] init];

#ifdef OPTION1
    rootViewController = [[RootViewController alloc] initWithNibName:@"RootViewController_1" bundle:nil];
#elif OPTION2
    rootViewController = [[RootViewController alloc] initWithNibName:@"RootViewController_2" bundle:nil];
#endif

defaultViewController = [[[DefaultViewController alloc] init] autorelease];

UINavigationController *rootNav = [[[UINavigationController alloc] initWithRootViewController:rootViewController] al
UINavigationController *defaultNav = [[[UINavigationController alloc] initWithRootViewController:defaultViewControl

splitViewController.viewControllers = [NSArray arrayWithObjects:rootNav, defaultNav, nil];
splitViewController.delegate = defaultViewController;

self.window.rootViewController = self.splitViewController;
[self.window makeKeyAndVisible];

// Add the split view controller's view to the window and display.
self.window.rootViewController = self.splitViewController;
[self.window makeKeyAndVisible];
</code></pre>
```

<p>I am trying to compile a HAL API example on Netbeans. Netbeans shows warning and error about some header file

```
<pre><code>gcc `pkg-config --libs --cflags dbus-1 hal hal-storage dbus-glib-1 glib-2.0` main.c HalDemos.c HalDemos.h -</code></pre>
```

<p>How can apply this command to my Netbeans project?</p>

<p>Here the codes which I am trying to compile: </p>

```
<pre><code>/*
 * File:  HalDemos.h
 * Author: olcay
 *
 * Created on December 25, 2011, 5:05 AM
 */

#ifndef HALDEMOS_H
#define HALDEMOS_H

#ifdef __cplusplus
extern "C" {
#endif

#include <hal/libhal.h>;
#include <hal/libhal-storage.h>;
#include <dbus/dbus.h>;
#include <glib-1.2/glib.h>;
// #include <dbus/dbus-glib-lowlevel.h>;

#define HAL_DBUS_SERVICE "org.freedesktop.Hal"
#define HAL_ROOT_COMPUTER "/org/freedesktop/Hal/devices/computer"
#define HAL_DBUS_INTERFACE_POWER "org.freedesktop.Hal.Device.SystemPowerManagement"

static void handle_device_removed(LibHalContext *ctx, const char *udi);
static void handle_device_added(LibHalContext *ctx, const char *udi);
DBusConnection *connection;
DBusError error;
DBusMessage *mess;
DBusMessage *reply;
LibHalContext *ctx;
LibHalDrive *drive;
LibHalVolume *volume;
const char *udi;</pre>
```

<p>What's wrong here:</p>

```
<pre><code>#define CONTROLS_OFFSET 100
#ifdef CONTROLS_OFFSET//Unterminated conditional directive it says
#define FIND_MAIN_MENU 3
</code></pre>
```

<p>Why do i get this error? </p>

8883818

Unterminated conditional directive in Xcode

<p>I am facing strange problem.</p>

<p>I am compiling a MFC application(VS 2008) which uses static library MyLib.lib.it is compiling fine in debug mode. but in Debug Unicode it is showing error.I am using Debug Unicode version of MyLib.lib in MFC application.</p>

```
<pre><code>Main.obj : error LNK2019: unresolved external symbol "void * __cdecl VCI_Open_Device(wchar_t *)" (?V
```

```
VCIHANDLE  
VCI_Open_Device      ( TCHAR *pszDevicePath  
                      );  
</code></pre>
```

<p>Here I notice in MFC App that in debug mode TCHAR is typedef char TCHAR, which is correct but in Debug Unicode I checked in WebCam.lib Project TCHAR is typedef WCHAR TCHAR in Debug Unicode mode which correct.</p>

<p>I guess it is problem with some setting in the Debug Unicode mode in MFC app mode.
Please help resolve this issue.

```
#ifdef UNICODE          // r_winnt</p>
```

```
<pre><code>#ifndef _TCHAR_DEFINED  
typedef WCHAR TCHAR, *PTCHAR;  
typedef WCHAR TBYTE , *PTBYTE ;  
#define _TCHAR_DEFINED  
#endif /* !_TCHAR_DEFINED */
```

```
typedef LPWCH LPTCH, PTCH;  
typedef LPCWCH LPCTCH, PCTCH;  
typedef LPWSTR PTSTR, LPTSTR;  
typedef LPCWSTR PCTSTR, LPCTSTR;  
typedef LPUWSTR PUTSTR, LPUTSTR;  
typedef LPCUWSTR PCUTSTR, LPCUTSTR;  
typedef LPWSTR LP;  
typedef PZZWSTR PZZTSTR;  
typedef PCZZWSTR PCZZTSTR;  
typedef PUZZWSTR PUZZTSTR;  
typedef PCUZZWSTR PCUZZTSTR;  
typedef PNZWCH PNZTCH;  
typedef PCNZWCH PCNZTCH;  
typedef PUNZWCH PUNZTCH;  
typedef PCUNZWCH PCUNZTCH;  
#define __TEXT(quote) L##quote    // r_winnt
```

<p>Is there any type of if/else statement compatible with GNU make and Berkeley make (freeBSD) ?</p>

<p>GNU MAKE:</p>

```
<pre><code> ifeq ($(BUILD_TYPE), debug)
</code></pre>
```

<p>berkeley make: </p>

```
<pre><code>.ifdef (BUILD_TYPE)
</code></pre>
```

9096018

make & gmake compatible if else statement

<p>Can I #ifdef #imports in objective-c?</p>

<p>For example:</p>

```
<pre><code>#ifdef USE_A
#import "ClassA.h"
#endif
```

```
#ifdef USE_B
#import "ClassB.h"
#endif
```

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

9205316

Can I #ifdef #imports?

<p>I have the following snippet in my <code>program.wxs</code> file:</p>

```
<pre><code>&lt;?ifndef $(var.TwoOnly) ?&gt;
    &lt;Feature Id="FeatureOne" ... &gt;
    ...
    &lt;/Feature&gt;
&lt;?endif ?&gt;

&lt;?ifndef $(var.OneOnly) ?&gt;
    &lt;Feature Id="FeatureTwo" ... &gt;
    ...
    &lt;/Feature&gt;
&lt;?endif ?&gt;
</code></pre>
```

<p>I'm compiling this using the following comand:</p>

```
<pre><code>candle -dOneOnly=1 program.wxs
</code></pre>
```

<p>Looking at the compiled <code>program.wixobj</code>, I can see that Feature Two's declaration is all there, and a

<p>Note: I also have the following:</p>

```
<pre><code>&lt;?ifdef $(var.OneOnly) ?&gt;
    &lt;?define productName = One Only ?&gt;
&lt;?else?&gt;
    &lt;?ifdef $(var.TwoOnly) ?&gt;
        &lt;?define productName = Two Only ?&gt;
    &lt;?else?&gt;
        &lt;?define productName = Both ?&gt;
    &lt;?endif?&gt;
&lt;?endif?&gt;
</code></pre>
```

<p>The name, even when <code>OneOnly</code> is set during compile, is displayed as <code>Both</code>.</p>

<p>Edit</p>

<p>I've reduced the complexity of my condition to the minimal case shown in <a href="http://wix.sourceforge.net/ma

```
<pre><code>&lt;?ifndef $(var.TwoOnly) ?&gt;
    &lt;?include featureOne.wxi ?&gt;
```

<p>I don't know if cc-mode or cedet is providing something alike that but that must not be such hard to realize I hope.

<p>What I want is to change background for code in C++ / C# source files between #ifdef (something) and #endif. Is th
10280321

How to highlight #ifdef <code/> #endif in emacs?

I - an embedded beginner - am fighting my way through the black magic world of embedded programming. So far I

First, my embedded setup:

- Olimex STM32-P207 (STM32F207)
- Olimex ARM-USB-OCD-H JTAG
- OpenOCD
- Eclipse (with CDT and GDB hardware debugging)
- Codesourcery Toolchain
- Startup file and linker script (adapted memory map for the STM32F207) for RIDE (what uses GCC)
- STM32F2xx_StdPeriph_Lib_V1.1.0

Using the many tutorials and Q&As out there I was able to set-up makefile, linker and startup code and got so

If add the SysTick_Config() call to my code (even with an empty SysTick_Handler), ...

```
int main(void)
{
    /*!& At this stage the microcontroller clock setting is already configured,
       [...]
    */
    if (SysTick_Config(SystemCoreClock / 120000))
    {
        // Catch config error
        while(1);
    }
    [...]
}
```

... then my debugger starts at the (inline) function NVIC_SetPriority() and once I hit "run" I end up in the HardFault. This only happens, when using the debugger. Otherwise the code runs normal (telling from the blinking LEDs).

I already read a lot and tried a lot (modifying compiler options, linker, startup, trying other code with SysTick_Conf

One thing could be a hint:

The compiler starts in both cases (with and without the SysTick_Config call) at 0x00000184. In the case without the Sy:

Does anybody have a clue what's going on? Any hint about where I could continue my search for a solution?

I don't know what further information would be helpful to solve this riddle. Please let me know and I will be happy

<p>I had been working on a cocos2d-x project for the QNX platform and I am now moving to the iPhone platform to fix it. Then it says: Too many errors emitted, stopping now. Some of the errors read:
Unknown type name 'NSString'; did you mean 'CCString'?
Use of undeclared identifier 'NSString'; did you mean 'CCString'?
Use of undeclared identifier 'Protocol'
Use of undeclared identifier 'format'; did you mean 'normal'?
Use of undeclared identifier 'namestr'</p>

<p>I looked at my Prefix.pch file, after research this seemed to be part of the problem, but everything is wrapped in the

<p>How can I fix this?</p>

<p>Thanks!</p>

<p>EDIT: This actually seems to be a problem with the OpenGL ES library. When it's not included and I comment out all the code I used this code to load the OpenGL ES Library:</p>

```
<pre><code>#import <OpenGLESL/EAGL.h>
</code></pre>
```

I'm writing a platform-independent sockets library. The basic file structure is like this:

```
source directory
|
|-----|
|       |       |
v       v       v
header.hpp win32  linux
          |       |
          v       v
          source.cpp source.cpp
```

The header file contains any `#include`s that are universal across operating systems. The source files

I've built many projects like this, but I'm running into an issue with sockets. Because I'm specifying default values for

Now, I don't want to use `#ifdef _WIN32` statements in my header file, as I would like ALL platform s

Am I basically stuck between a rock and a hard place? Are avoiding `#ifdef #includes` and specifying

<p>i need to write the #import "ZBarSDK.h" into the #ifdef OBJ part, because Minizip does not work

```
<pre><code>#ifdef __OBJC__
#import <UIKit/UIKit.h>;
#import <Foundation/Foundation.h>;
#import "ZBarSDK.h"
#endif
</code></pre>
```

<p>but then i get an error:</p>

```
<pre><code>Undefined symbols for architecture armv7:
  "_OBJC_CLASS_$_ZBarReaderViewController", referenced from:
    objc-class-ref in ViewController.o
  "_ZBarReaderControllerResults", referenced from:
    -[ViewController imagePickerController:didFinishPickingMediaWithInfo:] in ViewController.o
  "_OBJC_CLASS_$_CUIImage", referenced from:
    objc-class-ref in ImageViewController.o
ld: symbol(s) not found for architecture armv7
clang: error: linker command failed with exit code 1 (use -v to see invocation)
</code></pre>
```

<p>anyone can help?

myr0</p>

12339969

zbar #ifdef issue with minizip in iOS

<p>I act according to https://issues.ap

```
<pre><code>root@one: /export/hadoop-1.0.1/# ant -Dcompile.native=true -DnonSpace.os=SunOS -Dmake.cmd=/
</code></pre>
```

<p>also received as a result (this is a part) </p>

```
<pre><code> [exec] checking for an ANSI C-conforming const... yes
[exec] checking for memset... yes
[exec] checking whether strerror_r is declared... yes
[exec] checking for strerror_r... yes
[exec] checking whether strerror_r returns char *... no
[exec] configure: creating ./config.status
[exec] /bin/sh ./config.status
[exec] config.status: creating Makefile
[exec] config.status: creating config.h
[exec] config.status: config.h is unchanged
[exec] config.status: executing depfiles commands
[exec] cd /export/hadoop-1.0.1/src/native && /bin/sh /export/hadoop-1.0.1/src/native/config/missing --ru
[exec] rm -f stamp-h1
[exec] touch /export/hadoop-1.0.1/src/native/config.h.in
[exec] cd . && /bin/sh ./config.status config.h
[exec] /export/hadoop-1.0.1/src/native/config/missing[52]: autoheader: not found [No such file or directory]
[exec] WARNING: `autoheader' is missing on your system. You should only need it if
[exec]     you modified `acconfig.h' or `configure.ac'. You might want
[exec]     to install the `Autoconf' and `GNU m4' packages. Grab them
[exec]     from any GNU archive site.
[exec] config.status: creating config.h
[exec] config.status: config.h is unchanged
[exec] /usr/local/bin/make all-am
[exec] make[1]: Entering directory `/export/hadoop-1.0.1/build/native/SunOS-x86-32'
[exec] if /bin/sh ./libtool --tag=CC --mode=compile gcc -DHAVE_CONFIG_H -I. -I/export/hadoop-1.0.1/src/native -I. -I/
[exec] then mv -f ".deps/ZlibCompressor.Tpo" ".deps/ZlibCompressor.Plo"; else rm -f ".deps/ZlibCompressor.Tpo"; exi
[exec] mkdir .libs
[exec] gcc -DHAVE_CONFIG_H -I. -I/export/hadoop-1.0.1/src/native -I. -I/opt/jdk1.7.0_06/include -I/opt/jdk1.7.0_06/
[exec] gcc -DHAVE_CONFIG_H -I. -I/export/hadoop-1.0.1/src/native -I. -I/opt/jdk1.7.0_06/include -I/opt/jdk1.7.0_06/
[exec] if /bin/sh ./libtool --tag=CC --mode=compile gcc -DHAVE_CONFIG_H -I. -I/export/hadoop-1.0.1/src/native -I. -I/
[exec] then mv -f ".deps/ZlibDecompressor.Tpo" ".deps/ZlibDecompressor.Plo"; else rm -f ".deps/ZlibDecompressor.T
[exec] gcc -DHAVE_CONFIG_H -I. -I/export/hadoop-1.0.1/src/native -I. -I/opt/jdk1.7.0_06/include -I/opt/jdk1.7.0_06/
[exec] gcc -DHAVE_CONFIG_H -I. -I/export/hadoop-1.0.1/src/native -I. -I/opt/jdk1.7.0_06/include -I/opt/jdk1.7.0_06/
[exec] if /bin/sh ./libtool --tag=CC --mode=compile gcc -DHAVE_CONFIG_H -I. -I/export/hadoop-1.0.1/src/native -I. -I/
[exec] then mv -f ".deps/getGroup.Tpo" ".deps/getGroup.Plo"; else rm -f ".deps/getGroup.Tpo"; exit 1; fi
[exec] gcc -DHAVE_CONFIG_H -I. -I/export/hadoop-1.0.1/src/native -I. -I/opt/jdk1.7.0_06/include -I/opt/jdk1.7.0_06/
```

<p>I've been asked by a co-worker to come up with a regular expression (POSIX syntax) for finding calls to <code>print

<p>However, seeing as I am only just learning about Regexes at Uni, I'm not completely confident in it.</p>

<p>The scenario would look something like this:</p>

```
<pre><code>possibly some code
printf(some_parameters); // This should match
possibly more code
```

```
#ifdef DEBUG
possibly some code
printf(some_parameters); // This shouldn't match
possibly more code
#endif
```

```
possibly some code
printf(some_parameters); // This should also match
possibly more code
</code></pre>
```

<p>Note that a c-file may not contain a #ifdef/#endif statement at all, in which case all calls to <code>printf();</code>

<p>What I've tried so far is this:</p>

```
<pre><code>(?!&lt;!(#ifdef [A-Å0-9]+)).*printf\(.*\);.*(?!(#endif))
</code></pre>
```

<p>...along with playing around with the position (and even inclusion/exclusion) of .*</p>

<p>Any help or hints appreciated.</p>

12617667

Finding printf() calls outside #ifdef statements using Reg

<p>So I am running make defconfig before building the kernel. I am trying to use a <code>#ifdef</code> in some ki

<p>Edit: So my defconfigs are in subdirectories. I want to either call make <code>first_defconfig</code>

12633345

How to include c #ifdef variables in defconfig

<p>I have a application running on both Linux & Mac.
Now, for this application I need to copy some libraries from different path.</p>

<p>For Linux,
cp ../gccRelease/libMsSipRelease.a ../../VoipAppLinux/lib/</p>

<p>For Mac,
cp ../DerivedData/MsSipLib/Build/Products/Debug/libMsSipLib.dylib ../../VoipAppLinux/lib/</p>

<p>As you can see both paths are different.
Now, my question is can I use #ifdef Linux or #ifdef APPLE in make file. If can what is the syntax plea
If #ifdef is not possible to use in makefile than how can I solve this problem.</p>

<p>Thank you.</p>

12720877

Different Platform Support using Makefile

<p>I want to to use boost <code>auto_cpu_timer</code> to display the time my complete code needs to run. Addition

<p>It seems there is a namespace conflict as Boost has two timer classes, where <code>progress_display</code> is fr

<p>http://www.boost.or

<p>Still, is there a way to achieve this? The following example shows, what i'm trying to do. Using either <code>AUTO·

<p>Main: compiled with <code>g++ -lboost_timer main.cc -o time</code></p>

```
<pre><code>#define AUTO
#define PROG

#ifdef PROG
#include <boost/progress.hpp>
#endif //---- PROG -----

#ifdef AUTO
#include <boost/timer/timer.hpp>
#endif //---- AUTO -----

#include <cmath>

int main()
{
#ifdef AUTO
    boost::timer::auto_cpu_timer t;
#endif //---- AUTO -----

    long loops = 100000000;

#ifdef PROG
    boost::progress_display pd( loops );
#endif //---- PROG -----

    //long loop to burn some time
    for (long i = 0; i < loops; ++i)
    {
        std::sqrt(123.456L);
#ifdef PROG
        ++pd;
#endif //---- PROG -----
    }
}</pre>
```


<p>My toolchain is a recent version of arm-gcc.</p>

<p>I have a piece of code in an assembly file which must be conditionally included/assembled.</p>

```
<pre><code>.ifdef MACRO_FROM_CMDLINE
Assembly instr1
Assembly instr2
.endif
</code></pre>
```

<p>Encapsulated code is a recent addition.</p>

<p>I have tried both:</p>

```
<pre><code>gcc -x assembler-with-cpp --defsym MACRO_FROM_CMDLINE=1 &lt;along with other necessary options&
gcc -x assembler-with-cpp -D MACRO_FROM_CMDLINE=1 &lt;along with other necessary options&gt;
</code></pre>
```

<p>The <code>-D</code> results in "Invalid identifier for .ifdef " and ".endif without .if" errors.</p>

<p>The <code>--defsym</code> results in "MACRO_FROM_CMDLINE=1 : No such file or directory", "unrecognized opt

12768306

gnu arm assembler command line macro fails with "Inva

<p>I have a doubt about a syntax used in linux kernel code. I have an intuition of what it does but I want to know it mc

<p>In file <code>/include/linux/sched.h</code> the following is defined</p>

```
<pre><code>struct task_struct {
    volatile long state;
    //some more data members
};
</code></pre>
```

<p>and in file <code>/include/linux/init_task.h</code> file the following is defined:</p>

```
<pre><code>#define INIT_TASK(tsk) {
    .state = 0,
    \
    //some more initializations

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

<p>I am confused about two things:</p>

<p>a) I feel it is used for initialization but can anyone suggest some good read for this type of initialization for structur

<p>b) I do not understand how the following initialization works. Like how this <code>#define</code> and the corresp

<p>[EDIT]

I noticed the following things also:

c) Is <code>\</code> at the end of every line necessary. </p>

<p>d) There are many parts of kernel doe wrapped in <code>#ifdef #endif</code>. If you want to initialize a data men

```
<pre><code>#define INIT_TASK(tsk) {
    .state = 0,
    \

    //some more initializations
#ifdef CX
    .tickets = 5,
    \
#endif

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

<p>This may be a simple question.But I couldn't find a way to go around this.I am using an s function block to input a v

<p>First i started with simulation time equal to 50.Then it read only 50 points.I checked the 'tout' variable. It was 0,1,2

<p>Then i increased simulation time to 100.still result is same.only 50 points read.But tout is 0,2,4,6..50 </p>

<p>I tried up to 10000.Whatever i do it reads 50 values only with wide time step like 0,200,400,600 etc.

Is it a problem with my s-function or simulink settings?

Here is the c s-function file</p>

```
<pre><code>  /* Give S-function a name */
#define S_FUNCTION_NAME Readip
#define S_FUNCTION_LEVEL 2

/* Include SimStruct definition and file I/O functions */
#include "simstruc.h"
#include &lt;stdio.h&gt;
#include &lt;stdlib.h&gt;

static FILE* file2;
/* Called at the beginning of the simulation */
static void mdlInitializeSizes(SimStruct *S)

{

    ssSetNumSFcnParams(S, 0);

    if (ssGetNumSFcnParams(S) != ssGetSFcnParamsCount(S)) {
        return;
    }
    if (!ssSetNumOutputPorts(S, 3)) return;
    ssSetNumContStates(S, 0);
    ssSetNumDiscStates(S, 0);
    ssSetOutputPortWidth(S, 0, 1);
    ssSetOutputPortDataType(S,0,DYNAMICALLY_SIZED);
    ssSetOutputPortOptimOpts(S, 0, SS_REUSABLE_AND_LOCAL);
    ssSetOutputPortWidth(S, 1, 1);
    ssSetOutputPortDataType(S,1,DYNAMICALLY_SIZED);
    ssSetOutputPortOptimOpts(S, 1, SS_REUSABLE_AND_LOCAL);
    ssSetOutputPortWidth(S, 2, 1);
    ssSetOutputPortDataType(S,2,DYNAMICALLY_SIZED);
    ssSetOutputPortOptimOpts(S, 2, SS_REUSABLE_AND_LOCAL);
```

<p>I'm trying to following to application in <a href="http://www.cs.rit.edu/~ats/books/ooc.pdf" rel="nofollow norefer

<p>I am getting a bunch of "unexpected" errors.
Just about everything after the first 'void' is exepected.
Any ideas?</p>

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

```
#ifdef __cplusplus
extern "C" {
#endif
```

```
void * new (const void * type);
void delete (void * item);
```

```
#ifdef __cplusplus
}
#endif
```

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

<p></p>

13061947

unexpected *, unexpected (

<blockquote>
<p>Possible Duplicate:

#ifdef #ifndef in Java </p>
</blockquote>

<p>I'm trying to implement some debug messages in my Android code by using something like this:</p>

<pre><code>private static final boolean DEBUG = false;

if (DEBUG) {
// some code
}
</code></pre>

<p>However, upon compilation I keep getting "Illegal start of expression" errors. final boolean works, but neither stati

<p>I'm declaring the DEBUG variable in methods. Would also appreciate if there's a way to make this global so that ev

<p>Thanks!</p>

13169943

#ifdef equivalent in Java?

I have the following code

```
<pre><code>#if defined(TESTING)
#define TEST_FAILED_IN_VMC(...) TestFailed(__FILE__, __LINE__, __VA_ARGS__)
#define TEST_FAILED_IN_UNIT_TEST(...) TestFailedInUnitTest(__VA_ARGS__)
#else
#define TEST_FAILED_IN_VMC(...)
#define TEST_FAILED_IN_UNIT_TEST(...)
#endif
</code></pre>
```

and make a call `TEST_FAILED_IN_VMC(peripheral, testSuiteName, testName, "Internal coding error; bad state (%d)", state);`

and the compiler complains that `testSuiteName` and `testName` are not defined - even

[Update] The compiler also says `"Error 3 implicit declaration of function 'TEST_FAILED_IN_VMC'"`

<p>[Update] Please ignore veryting below this line. The problem is above. Thanks.</p>

So, I tried this [Update] `else` should be `#else`, then I am told that `TESTING`

[illegible]

```
#ifdef TESTING
#error "Testing is defined @@"
ehye
else
#error "Testing is NOT defined @@"
5he567
#endif
```

```
#error "Sample error ###"
</code></pre>
```

<p>I can see </p>

```
<pre><code>#ifdef &lt;token>;  
code;  
#endif  
</code></pre>
```

<p>to be included, but I can't find it defined in any of the headers it includes. Is there any other mechanism with which

13240081

c++ - #ifdef macro

<p>I have a class inside a dll which I want to use in another project. I read <a href="http://www.codeproject.com/Artic

<p>interface.h </p>

```
<pre><code>#ifdef EXPORT
#define SOMEAPI __declspec(dllexport)
#else
#define SOMEAPI __declspec(dllimport)
#endif
```

```
struct ISomeInterface
{
    virtual void SomeMethod()=0;
};
```

```
typedef ISomeInterface* SOMEHANDLE;
```

```
#define EXTERN_C    extern "C"
```

```
EXTERN_C SOMEAPI SOMEHANDLE WINAPI CreateSomething(VOID);
</code></pre>
```

<p>And then I have <code>SomeDLL.dll</code> which implements <code>ISomeInterface</code> and <code>CreateS
When I try to use this in my client I get linker error. The client looks like this:

Client.cpp</p>

```
<pre><code>#include "interface.h"
SOMEHANDLE h = ::CreateSomething(); // Linker error here: Unresolved external
</code></pre>
```

<p>I can solve this by adding the dll project as a dependency of Client project in VC++. Then everything is good.

The problem is what if I want to use this a standalone dll(which is the case right now)? How do I get rid of the linker er

I'm looking for detailed information on `long double` and `__float128` in GCC/x86 (mc

Few people will probably ever need these (I've just, for the first time ever, *truly* needed a `doub`

In that light, please excuse my somewhat open questions:

- Could someone explain the implementation rationale and intended usage of these types, also in comparison of eac
- Alternatively, does someone have a good, usable web reference to share? A Google search on `"long double`
- Assuming that the common mantra *"if you believe that you need double, you probably don't understand floa*
- The "extended precision" feature of Intel CPUs has historically been source of nasty surprises when values were m

(3. and 4. can probably be figured out with some work spent on profiling and disassembling, *but* maybe some

Background (this is the TL;DR part):

I initially stumbled over `long double` because I was looking up `DBL_MAX` in `<fl`

The C and C++ standards unsurprisingly do not give a very concrete definition of the type. C99 (6.2.5 10) says that t

Wikipedia says that GCC uses *"80-bit extended precision on x86 processors regardless of the physical storage*

The GCC documentation states, all on the same page, that the size of the type is 96 bits because of the i386 ABI, bu

Time to run a test:

```
#include <stdio.h>
#include <float.h>
```

```
int main()
{
#ifdef USE_FLOAT128
    typedef __float128 long_double_t;
#else
    typedef long double long_double_t;
#endif
```

```
long_double_t ld;
```

```
int* i = (int*) &ld;
i[0] = i[1] = i[2] = i[3] = 0xdeadbeef;
```

```
for(ld = 0.0000000000000001; ld < DBL_MAX; ld *= 1.00000001)
```


I have a render engine that works on an iOS app.

I almost managed to make it work by calling the same OpenGL rendering engine from a qt(4.8) app with a QGLWidget

<p>However I still have issues with shaders : I could not compile them on qt with glCompileShader because of almost €

<p>Is there any better way for me to have shaders compiled on qt like they are on iOS ?

(I know glsl es2 version is coming from version 120 but I don't know to what extent they differ).</p>

<p>My shaders, working well on iOS but not on Qt:</p>

```
<pre><code>const GLchar vShaderStr[] =
```

```
#ifdef QT_OPENGL_LIB
```

```
"#version 120\n"
```

```
#endif //QT_OPENGL_LIB
```

```
"attribute lowp vec4 Position;\n"
```

```
"attribute mediump vec2 TextureCoord;\n"
```

```
"attribute lowp float Weight;\n"
```

```
"uniform mat4 MVP;\n"
```

```
"varying mediump vec2 TextureCoordOut;\n"
```

```
"void main(void)\n"
```

```
"{\n"
```

```
"  gl_Position = MVP * Position;\n"
```

```
"  TextureCoordOut = TextureCoord;\n"
```

```
"  gl_PointSize = Weight;\n"
```

```
"}\n";
```

```
const GLchar fShaderStr[] =
```

```
#ifdef QT_OPENGL_LIB
```

```
"#version 120\n"
```

```
#endif //QT_OPENGL_LIB
```

```
"varying mediump vec2 TextureCoordOut;\n"
```

```
"uniform sampler2D Sampler;\n"
```

```
"uniform bool IsSprite;\n"
```

```
"uniform lowp vec3 TextureColor;\n"
```

```
"uniform lowp float Opacity;\n"
```

```
"void main(void)\n"
```

```
"{\n"
```

```
"  lowp vec4 textureColorResult;\n"
```

```
"  textureColorResult = texture2D(Sampler, IsSprite ? gl_PointCoord : TextureCoordOut);\n"
```

```
"  gl_FragColor = IsSprite ? vec4(mix(textureColorResult.rgb,TextureColor, 1.0),\n"
```

```
"    textureColorResult.a * Opacity) : textureColorResult;\n"
```

<p>I'm trying to check whether a variable is defined using <code>ifndef/ifdef</code>, but I keep getting a <code>not f

```
<pre><code>all: _images
$(call clean, .)
$(call compile, .)
@$(OPENER) *.pdf &amp;
```

```
_images:
$(call clean, "images")
$(call compile, "images")
```

```
define clean
@rm -f ${1}/*.log ${1}/*.aux ${1}/*.pdf
endif
```

```
define compile
```

```
ifdef ${1}
dir = ${1}
else
dir = .
endif
```

```
ifdef ${2}
outdir = ${2}
else
outdir = ${1}
endif
```

```
@$(COMPILER) -output-directory ${outdir} ${dir}/*.tex
```

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

<p>And the exact error:</p>

```
<pre><code>$ make
ifdef "images"
/bin/sh: 1: ifdef: not found
make: *** [_images] Error 127
</code></pre>
```

<p>Edit</p>

<p>I'm trying to write a macro that will allow me to surround currently highlighted lines of text with an #ifdef. Ideally \

<p>Before:</p>

```
<pre><code>  bool first_selected_line = false;
    int second_selected_line = 0;
</code></pre>
```

<p>After:</p>

```
<pre><code>#ifdef // if possible, cursor placed here in insert mode
    bool first_selected_line = false;
    int second_selected_line = 0;
#else
    bool first_selected_line = false;
    int second_selected_line = 0;
#endif
</code></pre>
```

<p>Any ideas?</p>

14341709

Surrounding multiple selected lines with #ifdef

<p>On iOS <code>NSInteger</code> is a <code>unsigned int</code>, on OSX it is a <code>unsigned long</code>. Hc

```
<pre><code> NSLog(@"Array has %d elements.",[array count]);
</code></pre>
```

<p>compile on both platforms without a warning? I can of course use an <code>#ifdef #else #endif</code> construct l

14349844

Compile NSLog with unsigned int and unsigned long on i

<p>I'm trying to build a project in VS2008 but I'm getting the following errors:</p>

```
<pre><code>Error 1 error C2143: syntax error : missing ';' before '['
C:\Program Files\Microsoft Visual Studio 9.0\VC\include\io.h 185 lmlib
.
.
.
Error 7 error C2143: syntax error : missing ';' before 'type'
C:\Program Files\Microsoft Visual Studio 9.0\VC\include\io.h 192 lmlib
</code></pre>
```

<p>This project works fine in VS2005, but why it doesn't work VS2008?
I'm attaching io.h file ,pls help me how to resolve these errors</p>

```
<pre><code>#if _MSC_VER >= 1000
#pragma once
#endif

#ifndef _INC_IO
#define _INC_IO

#include <crtdefs.h>

#ifdef _MSC_VER
/*
 * Currently, all MS C compilers for Win32 platforms default to 8 byte
 * alignment.
 */
#pragma pack(push,_CRT_PACKING)
#endif /* _MSC_VER */

#ifndef _POSIX_

#ifdef __cplusplus
extern "C" {
#endif

#ifndef _FSIZE_T_DEFINED
typedef unsigned long _fsize_t; /* Could be 64 bits for Win32 */
#define _FSIZE_T_DEFINED
#endif

#ifndef _FINDDATA_T_DEFINED
```

<p>I would like to know how to evaluate ifdef ... else ... end statement which could be put anywhere in a code. I start \

```
<pre><code>grammar ifdef;
```

```
options {  
  language = Java;  
  output = AST;  
  ASTLabelType=CommonTree;  
}
```

```
tokens  
{  
  EQUAL      = '=' ;  
  HASH       = '#' ;  
  DBLEQUOTE  = '\"' ;  
  SEMICOLON  = ';' ;  
}
```

```
@header {  
  package Grammar;  
  
  import java.util.Map;  
  import java.util.HashMap;  
  
}
```

```
@lexer::header {  
  package Grammar;  
}
```

```
@members {  
  private Map<String, String> strMapID = new HashMap<String, String>();  
  private Map<String, String> strMapDefine = new HashMap<String, String>();  
}
```

```
rule returns [String strEval]  
: { String strBuilder = new StringBuilder(); }  
( command  
  { if ( $command.str != "" ) {  
    strBuilder.append( $command.str );  
    strBuilder.append( "\n" );  
  }  
}
```

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

```
<pre><code>#if !defined(errno)
extern int errno;
#endif
</code></pre>
```

<p>So my question is whether <code>errno</code> is int or macro , because with <code>#if</code> if can check macr

<p>in errno.h it is defined like this</p>

```
<pre><code>#ifdef _ERRNO_H

/* Declare the `errno' variable, unless it's defined as a macro by
bits/errno.h. This is the case in GNU, where it is a per-thread
variable. This redeclaration using the macro still works, but it
will be a function declaration without a prototype and may trigger
a -Wstrict-prototypes warning. */
#ifdef errno
extern int errno;
#endif

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

14556336

errno is int or macro in errno.h

<p>I am working on a project where we import a 32x32 or 64x64 PBM image file. Sample is provided below:</p>

```
<pre><code>P1
# CREATOR: GIMP PNM Filter Version 1.1
32 32
01111110000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
0000000000000000000010000000000000
00000000000001100000000000000000
00001100000000100011100000000000
00001100000000000000000000000000
00000011000000000000000000000000
00000011000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000011100000
01000101001000000000000000000000
01000101010000011100000000000000
01000101100000111000000000000000
01000101010000000000000000000000
01000101001000000000000000000000
00111001001000000000000010000000
00000000000000000000000010000000
00000000000000000000000010000000
00000000000000000000000000000000
00000000010000000000000000000000
00000000001000000000000000000000
00000000111000000000000000000000
00000000000000000000000011000000
0000000000000000000000001001000000
00110000000000000000000011000000
011000000000000011000000001000
001000000000000011000000001100
000000000000001100000000001100
000000000000001100000000000100
00000000000000000000000000000000
</code></pre>
```

<p>This is read into a 1D array and processed sequentially. I am attempting to break the 1D array into multiple arrays i

<p>This is the complete code which is working in a sequential manner:</p>

<p>After a thorough search of these forums, and being unable to find a relevant answer; I decided to ask you, the kind

<p>I currently have 3 (C++) libraries:</p>

- <p>StaticLib (containing pure virtual interfaces and "C" style prototypes)</p>
- <p>DynamicLibLinux (containing Linux implementation of above prototypes)</p>
- <p>DynamicLibAndroid (not sure what to put in here)</p>

<p>The problem is, I don't want to change the StaticLib's code which is:</p>

```
<pre><code>struct IObject {  
    virtual ~IObject() {}  
    virtual void foo() = 0;  
};  
  
extern "C" {  
    IObject* CreateObject();  
}  
</code></pre>
```

<p>The DynamicLibLinux contains</p>

```
<pre><code>#include &lt;IObject.h&gt;  
class Object : public IObject {  
public:  
    virtual ~Object() {}  
    virtual void foo() {  
        //do something incredibly useful here...  
    }  
};  
  
#ifdef __cplusplus  
extern "C" {  
#endif  
IObject* CreateObject() {  
    return new Object;  
}  
#ifdef __cplusplus  
}  
#endif  
</code></pre>
```

<p>I have a set of services that are provided through jar files (they are ad networks). I want to just add the networks I

<p>I have read about having some static final constants but this does not work the way I need. </p>

<p>Thanks in advance.</p>

15024382

Something like #ifdef to let me not add all libs to my prc

<p>I have a class <code>A</code>, and two classes, <code>B</code> and <code>C</code>, inheriting from <code>A</code>.

<p>Apart from the methods from <code>A</code>, each class is to offer different things, and, therefore, I'd like to put

<p>I also have a class <code>User</code>, using both <code>B</code> and <code>C</code> classes. In <code>user.c</code>

```
<pre><code># include "b.hpp"
# include "c.hpp"
```

```
class User{
    ...;
};
</code></pre>
```

<p>Which would raise a compiler redefinition error, for what I'm keeping both classes <code>B</code> and <code>C</code>

<p>The concern here is rather aesthetic other than a programming error: I just don't find very elegant usin

<p>Is there any (even nonstandard, but at least sane) workaround for this, or do I have to stick with either

15081471

Workaround for ifdef / ifndef

<p>I build a virtual USB Bus (communicating via network with an linux box) as kext for OSX.
The main class is derived from an IOUSBControllerV3.</p>

<p>It works under 10.6 32Bit, 10.7.5 64bit, 10.8 64bit, but failed to load
under 10.7.5 32bit due to (a?) pure virtual function. kextutil told me this.</p>

<p>I've compiled (Xcode 4.6) the kext under the same system, tried a lot of variations
which target system or SDK versions, but the problem is still resident?</p>

<p>I know that there are some #ifdef LP64 differences in the headers of the
base classes, especially in context of the pure virtual functions.</p>

<p>But after two days of comparing and comparing the overloads of the
pure virtual functions I have no idea why only 32bit makes trouble?</p>

<p>The same code works under the other systems, but Lion 32bit does not.</p>

<p>Many thanks in advance for every hint, </p>

<p>regards
Markus</p>

<p>===== terminal output:</p>

```
<pre><code>MacProTest:Developer ms$ sudo kextutil -t -v 2  MaCute.kext
Password:
Notice: MaCute.kext has debug properties set.
MaCute.kext appears to be loadable (not including linkage for on-disk libraries).
Loading MaCute.kext.
Reading load info for 13 kexts.
Created mkext for architecture i386 containing 1 kexts.
Loading MaCute.kext.
(kernel) Received request from user space to load kext de.seh.utn.MaCute.
(kernel) Loading kext de.seh.utn.MaCute.
(kernel) Allocated link buffer for kext de.seh.utn.MaCute at 0x1507000 (200704 bytes).
(kernel) kxld[de.seh.utn.MaCute]: This kext calls a pure virtual function. Make sure your kext's OSObject-derived classe
(kernel) Can't load kext de.seh.utn.MaCute - link failed.
(kernel) Failed to load executable for kext de.seh.utn.MaCute.
(kernel) Kext de.seh.utn.MaCute failed to load (0xdc008016).
(kernel) Failed to load kext de.seh.utn.MaCute (error 0xdc008016).
Failed to load MaCute.kext - (libkern/kext) link error.
Failed to load MaCute.kext - (libkern/kext) link error.
Check library declarations for your kext with kextlibs(8)
</code></pre>
```

<p>there is a problem.
I need to link ffmpeg(particularly libavcodec) statically into visual studio 2008 project.</p>

<p>I found some visual studio solutions in internet but they are very old (around 0.6 version) and i need latest version

<p>Next, I made static build (with --enable-static --disable-shared flags) using MinGW/msys and obtained (*.a) libraries
In Visual Studio I go to the linker properties and add to Additional Dependencies(Linker->Input) libavcodec.a and libg
Then i wrote simple application:</p>

```
<pre><code>#include <stdio.h>
#include <stdlib.h>
extern "C"
{
    #ifdef __STDC_CONSTANT_MACROS
        #define __STDC_CONSTANT_MACROS
    #endif
    #include "libavcodec/avcodec.h"
}
```

```
#include "libavformat/avformat.h"
```

```
    int main()
    {
        av_register_all();
        return 0;
    }
```

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

<p>Compilation of this code was succeeded but linking failed. There is an error was obtained:</p>

```
<pre><code>error LNK2019: unresolved external symbol "void __cdecl av_register(void)" (?av_register_all@@YAXXZ)
</code></pre>
```

<p>So, there are two questions:</p>

- <p>How to link Visual Studio application with libavcodec.a ?</p>- <p>If it possible, where can i get visual studio solution which includes ffmpeg latest version?</p>

<p>Thanks in advance!!</p>

<p>In UNIX Network Programming Volume 1:Figure 6-22 ,there is a piece of code as follows:</p>

```
<pre><code>/* include fig01 */
#include "unp.h"

int main(int argc, char **argv)
{

    int i, maxi, maxfd, listenfd, connfd, sockfd;
    int nready, client[FD_SETSIZE];
    ssize_t n;
    fd_set rset, allset;
    char buf[MAXLINE];
    socklen_t clilen;
    struct sockaddr_in cliaddr, servaddr;

    listenfd = Socket(AF_INET, SOCK_STREAM, 0);

    bzero(&servaddr, sizeof(servaddr));
    servaddr.sin_family = AF_INET;
    servaddr.sin_addr.s_addr = htonl(INADDR_ANY);
    servaddr.sin_port = htons(SERV_PORT);

    Bind(listenfd, (SA *) &servaddr, sizeof(servaddr));

    Listen(listenfd, LISTENQ);

    maxfd = listenfd; /* initialize */
    maxi = -1; /* index into client[] array */
    for (i = 0; i < FD_SETSIZE; i++)
        client[i] = -1; /* -1 indicates available entry */
    FD_ZERO(&allset);
    FD_SET(listenfd, &allset);
    /* end fig01 */

    /* include fig02 */
    for ( ; ) {
        rset = allset; /* structure assignment */
        nready = Select(maxfd+1, &rset, NULL, NULL, NULL);

        if (FD_ISSET(listenfd, &rset)) { /* new client connection */
            clilen = sizeof(cliaddr);
            connfd = Accept(listenfd, (SA *) &cliaddr, &clilen);
```

I have a **C Project** which uses a **C++ library**. However, if i compile the C Project

Those errors are caused by C++ references:

Errors while compiling:

```
<pre><code>In function '&lt;c function>':  
implicit declaration of function '&lt;function>'  
[...]  
</code></pre>
```

(list shorted)

Where `&c function` is the calling function from C Project and `&function` the functi

Errors while linking:

```
<pre><code>undefined reference to `std::cerr'
undefined reference to `std::basic_ostream<char, std::char_traits<char> && std::operator<&& && std::basic_ostream<char, std::char_traits<char> && std::operator<&& &&
[...]
```

<p>(lots of errors - example shorted)</p>

In the static C++ library my types / functions are enclosed by `extern "C"` block:

```
<pre><code>#ifdef __cplusplus
extern "C"
{
#endif

    void example();

#ifdef __cplusplus
}
#endif
</code></pre>
```

To ensure this, all the `#include`'s referring to C++ library are surrounded by such a `extern "C"`

Compiler: The C++ library is compiled using g++, the C proje

<p>Im programming client/server app that client provide the file name then the server send it to client then the client

<p>so i want to make signal handler to handle zombie problem between parent and child so this code for signal :</p>

<pre><code>enter code here

```
Sigfunc *
signal(int signo, Sigfunc *func)
{
    struct sigaction  act, oact;

    act.sa_handler = func;
    sigemptyset(&act.sa_mask);
    act.sa_flags = 0;
    if (signo == SIGALRM) {
#ifdef SA_INTERRUPT
        act.sa_flags |= SA_INTERRUPT; /* SunOS 4.x */
#endif
    } else {
#ifdef SA_RESTART
        act.sa_flags |= SA_RESTART; /* SVR4, 44BSD */
#endif
    }
    if (sigaction(signo, &act, &oact) < 0)
        return(SIG_ERR);
    return(oact.sa_handler);
}
/* end signal */
```

The filename is : myHeader.h
and the error when compile the file is :

```
gcc -Wall -I/home/zmhnk/Desktop/ -o "myHeader" "myHeader.h" (in directory: /home/zmhnk/Desktop)
myHeader.h:281:1: error: unknown type name 'Sigfunc'
myHeader.h:282:19: error: unknown type name 'Sigfunc'
Compilation failed.
```

so how to solve this problem ???
</code></pre>

<p>I have a piece of code that has to be run both on a CPU and CUDA-GPU and an other piece of code running on CPU
<code>#define ENABLE_CUDA</code> is what i 'turn on' to enable the CUDA code in the entire application.
Here is what my code looks like....</p>

<pre><code># define ENABEL_CUDA is the preprocessor directive to turn ON/OFF CUDA code.

CPU and GPU code --This piece of code has to be executed irrespective of whether CUDA is ON / OFF.

standalone CPU code alone -- This piece of code has to be executed only if CUDA is OFF.

</code></pre>

<p>My solution is : </p>

<pre><code>#ifdef ENABLE_CUDA

CPU AND GPU code

else

CPU AND GPU code

standalone CPU code

endif

</code></pre>

<p>But this involves code duplication (CPU AND GPU code) in both the ifdef and else blocks, I would like to avoid it.</p>

<p>How can I accomplish it? What has to be done inorder to avoid duplication of code ? Any pointers regarding this a

15687138

#ifdef / #ifndef and #endif

<p>I'd like to control the branding for my NSIS installer by passing a parameter to makensis:</p>

```
<pre><code>makensis.exe /DCOMPANY_X=1 installer.nsi
</code></pre>
```

<p>The following are the first few lines listed in my NSI file:</p>

```
<pre><code>!ifdef ${COMPANY_X}
!define PRODUCT_NAME "Widget Pro"
!define PRODUCT_VERSION "v2.0"
!define PRODUCT_PUBLISHER "ACE Company"
!define PRODUCT_WEB_SITE "www.ace.com"
!define PRODUCT_COPYRIGHT "Copyright 2013 Ace"
!else
!define PRODUCT_NAME "Widget Maker"
!define PRODUCT_VERSION "v12.3"
!define PRODUCT_PUBLISHER "ACME CO"
!define PRODUCT_WEB_SITE "www.acme.com"
!define PRODUCT_COPYRIGHT "Copyright 2013 ACME"
!endif
</code></pre>
```

<p>I use these defines throughout my script.</p>

<p>The problem I'm encountering is that even with COMPANY_X defined on the command line, execution is passing th

<p>Being new to NSIS, I'm sure there's a better way to handle this. I'd also like to use a switch statement to define mu

<p>One thing that might complicate a solution for this is that I'm signing my uninstaller with a two pass process:

http://nsis.sourceforge.net/Signing_an_

<p>Kudos to the NSIS team and all the contributors. No way I'd ever go back to InstallShield.</p>

<p>Thanks in advance for any help.</p>

<p>How to achieve Perl regular expression ^ and \$ in the ANLTR4 lexer? ie. to match the start of a line and end of a lin

<p>I am trying to use ANTLR4 lexer to match a # character at the start of a line but not in the middle of a line For exam

<p>Also, the C++ standard allows whitespace and multi line comments right before and after the # e.g. </p>

```
<pre><code> /* helo
world*/ # /* hel
|
o
*/ /*world */ifdef .....
</code></pre>
```

<p>is considered a valid preprocessor directive appearing on a single line. (the CRLFs inside the ML COMMENTs are to:

<p>This's what I am doing currently:</p>

```
<pre><code>PPLINE: '\r'? '\n' (ML_COMMENT | '\t' | '\f' | ' ')* '#' (ML_COMMENT | ~[\r\n])+ -&gt; channel(PPDIR);
</code></pre>
```

<p>But the problem is I have to rely on the existence of a CRLF before the # and toss out that CRLF altogether with the

<p>However, that means my grammar cannot handle a directive appearing right at the start of file (i.e. no preceding C

<p>If the Perl style regex ^ \$ syntax is available, I can match the SOL/EOL instead of explicitly matching and consuming

<p>I was wondering if there is some pro and contra having include statements directly in the include files as opposed t

<p>Personally I like to have my includes "clean" so, when I include them in some c/cpp file I don't have to hunt down e

<p>What I mean is:</p>

<p>sample.h</p>

<pre><code>#ifdef ...

#include "my_needed_file.h"

#include ...

class myclass

{

}

#endif

</code></pre>

<p>sample.c</p>

<pre><code>#include "sample.h"

my code goes here

</code></pre>

<p>Versus:</p>

<p>sample.h</p>

<pre><code>#ifdef ...

class myclass

{

}

#endif

</code></pre>

<p>sample.c</p>

<pre><code>#include "my_needed_file.h"

<p>I want to add conditions to show certain layout/theme based on build, for example:</p>

<p>I want to define a constant for 2 apps (both debug and release)</p>

```
<pre><code>#IFDEF APP1.Debug
  --- display layout 1
#endif APP1.Release
  --- display layout 2
#endif APP2.Debug
  --- display layout 3
#endif APP2.Release
  --- display layout 4
#else
  --- display layout 5
#endif
</code></pre>
```

<p>How do setup the constant names (above) in Visual Studio 2010? How do they show up under DEBUG and RElease

16589908

How do you define constantname for #IFDEF (VS 2010)?

<p>I need to compile the same code with two different libraries. One allows the objects to be const, the other doesn't

```
<pre><code>#ifdef (OLDLIB)
    ClassFoo TheFoo = Bar();
#else
    const ClassFoo TheFoo = Bar();
#endif
</code></pre>
```

<p>This is used many times for different classes and impedes readability. I'd like to make the distinction somewhere el

<p>I guess one could say:</p>

```
<pre><code>#ifdef (OLDLIB)
#define CLASS_FOO ClassFoo
#define CLASS_BAR ClassBar
#else
#define CLASS_FOO const ClassFoo
#define CLASS_BAR const ClassBar
#endif

CLASS_FOO TheFoo = Bar();
CLASS_BAR TheBar = FooBar();
</code></pre>
```

<p>But I dislike preprocessor stuff. Is there a nice C++-Way of doing the above? Thanks.</p>

<p>Update 1:

As Peter Wood said, it is possible to just instantiate them non-const. I changed the sentence.</p>

16794425

Elegantly reuse code adding const to a class instantiatio

<p>Searching a files contents to remove lines between pre-compile directives that have a \$DEBUG character.</p>

<p>Typical pattern for data lines searching for:</p>

```
<pre><code>#IFDEF $DEBUG_MY_TEST
.... lines ...
#endif
```

```
#IFDEF DEBUG_MY_issues for_sam
.... lines ...
#endif
```

```
#IFDEF CMER for_max
.... lines ....
#endif
</code></pre>
```

<p>This expression test works:</p>

```
<pre><code>if { [regex -lineanchor -nocase -- {^[ \t]*#IFDEF[ \t]+[\$]?DEBUG.*} $oline_strpd ] == 1 } {
  set remove_to_cust_endif $oline_strpd; # sanity check
  continue;
}
</code></pre>
```

<p>I believe the problem is using the <code>\$</code> character in the string variable pattern.</p>

<p>Making a search using this string variable method is not working? :</p>

```
<pre><code>set RE_STRNG [format "{^[ \t]*#IFDEF[ \t]+[\\$]?DEBUG.*}"]
if { [regex -lineanchor -nocase -- $RE_STRNG $oline_strpd ] == 1 } {
  set remove_to_cust_endif $oline_strpd; # sanity check
  continue;
}
</code></pre>
```

<p>In a previous line in the code using this string variable method is working:</p>

```
<pre><code>set RE_STRNG [format "{^[ \t]*#IFDEF[ \t]+CMER[ \t]+%s\}" $is_cmer_name ]; # insert name int
if { [regex -lineanchor -nocase -- $RE_STRNG $oline_strpd ] == 1 && [length $oline_strpd] == 3 } {
  set print_to_cust_endif $oline_strpd; # sanity check
  continue;
}
</code></pre>
```

<p>I am working on very legacy code which is migration to 32 bit to 64 bit machine.it generally write file with data whi

<p>why we call reverse function before write into File.</p>

<p>What is purpose of reverse function.</p>

<p>In write function,we always write one_ascii value although we have any data type.</p>

<p>I have tried to took some piece of code which help me to explain issue briefly.Please let me know if I need to provide more information. </p>

<pre><code>class GdsHeader

{

public:

unsigned short rlen;

char record_type;

char data_type;

};

class GdsRecord

{

public:

#ifndef SWIG

union

{

short *two_int;

int *four_int;

double *eight_real;

char *one_ascii;

// void *v;

};

#endif

int length;

GdsRecord (); // { v = 0; length = 0; }

~GdsRecord () ;// { delete v; }

void len (int l, int type);

};

class GdsBlock

<p>I'm working on a legacy VC6 application, that uses winsocket to listen to a UDP port for incoming packets. However

<p>I've had some success in narrowing down the issue, it appears if I take out a <code>sendto()</code></p>

<p>I'm looking for suggestions on why this socket is going bad, and either how to prevent or recover.</p>

<p>Edit</p>

<p>Here is the other weird part, if do the setup again for that socket (after a recvfrom() fails)... it all seems to work, even

<p>CODE</p>

```
<pre><code> static VOID SetupSocketAddress( SOCKADDR_U &saRx, int nRTDPort )
{
    memset(&saRx.saIPX, 0, sizeof(SOCKADDR_IPX));
    saRx.saIPX.sa_family = AF_IPX;           // IPX type address
    memset(saRx.saIPX.sa_netnum,0x00,4);      // we may have to get this number
    memset(saRx.saIPX.sa_nodenum,0xff,6);     // broadcast address
    saRx.saIPX.sa_socket=(unsigned short)nRTDPort; // socket number
}

void CRealTimeData::SetupSocket( CRealTimeData * lpRTD, BOOL &bDone, SOCKADDR_U &saRx, int nRTDPort,
    DWORD &dwLocalAddress, int &nMaxIpIpxBuf, char * &pbyIpIpxRxBuf, int nFlags, BOOL bDo)
{
    char    szErrorCode[32];
    int     nReturn = 0;

    if (lpRTD-&gt;m_eSourceType == V7_RTD_IPX)
    {
        // open IPX socket
        // packet type = 4
        lpRTD-&gt;m_Socket=socket(AF_IPX, SOCK_DGRAM, NSPROTO_IPX+4);
        if (lpRTD-&gt;m_Socket == INVALID_SOCKET)
        {
            nReturn = AddSocketErrorToEventViewer( lpRTD);
            bDone = TRUE;
        }

        // Socket must be bound prior to calling recvfrom()
        // setup address
        SetupSocketAddress(saRx, nRTDPort);
    }
}
```


<p>I have a dll for third party app and normally communicate with it via Named Pipes. But NPs works only when the o

<p>C++ VS2012</p>

```
<pre><code>#ifdef MTFST_EXPORTS
#define MTFST_API __declspec(dllexport)
#else
#define MTFST_API __declspec(dllimport)
#endif
```

```
#define LIBRARY_VERSION    "3.0"
```

```
....
```

```
using namespace std;
```

```
MTFST_API char *__stdcall FST_LibraryVersion()
{
    return LIBRARY_VERSION;
}
</code></pre>
```

<p>I tried the following code, but it doesn't work. .NET 4.</p>

```
<pre><code>internal class Program
{
    [DllImport("Library.dll")]
    private static extern char[] FST_LibraryVersion();

    private static void Main(string[] args)
    {
        Console.WriteLine(new string(FST_LibraryVersion()));
    }
}
</code></pre>
```

17839708

Call C++ method from .NET

<p>To stop autoboot we have 2 ifdef (CONFIG_AUTOBOOT_STOP_ [STR2 || STR1]). Which is very easy and straightfor

18013310

u-boot - control characters support disabled

<p>I am buliding a dark themed iOS 6 and 7 app. I understand I can call <code>[[UIApplication sharedApplication] setS

<p>The problem is I am going to submit my app to the App Store and currently Xcode 5 is not ready for that, so I have

<p>I am trying to do this with <code>#ifdef</code> ... <code>#else</code>...

this code is <code>[[UIApplication sharedApplication] setStatusBarStyle:UIStatusBarStyleLightContent];</code> inside

<p>Could anyone help to understand how to use <code>#ifdef</code>... with the method in some functions. </p>

<p>Thanks a lot!!!!</p>

18406622

#ifdef #else #endif choose iOS sdk version and function:

<p>I am trying to build a dll with visual studio so I can use it in matlab ...
I tried thousand codes with no solution !!! I am working on matlab 2013(32and64) and VS2010 !
I tried for example to write the code this way ...</p>

```
<pre><code>    //The header
```

```
#ifndef SIMPLEH_H
#define SIMPLEH_H
#ifdef __cplusplus
extern "C" {
int sq(int x);
#endif
#ifdef __cplusplus
}
#endif
#endif
```

```
//the Func(example)
```

```
#include "SimpleH.h"
int sq(int x)
{
return (x*x);
}
</code></pre>
```

<p>visual studio Build it and make th dll file but matlab always doesn't see the function ...
What should I do /* I am really stucked :(*/
Thanks in advance ...</p>

18413118

visual studio Dll and Matlab

<p>I am reading a file using fgets. I need to check each line of the file against a regex. If there is a non alpha numeric character in the line, I want to print an error message. Here is my .dat file:</p>

```
<pre><code>howard jim dave
joe
(
Maggie
</code></pre>
```

<p>My output of the program is:</p>

```
<pre><code>file opened
Digit: howard jim dave
is not alphanumeric on line: 1
Exiting program!
File closed
</code></pre>
```

<p>What should happen is it should kick out on line 3, as you can see that is not happening.</p>

<p>Here is my regex which is in my main.h file:</p>

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

#ifdef __cplusplus
extern "C" {
#endif

#define BUFF 1024
#define to_find "[a-zA-Z0-9]+$"
</code></pre>
```

<p>Here is my fileCheck.c</p>

```
<pre><code>#include "main.h"

int fileCheck(FILE *fp)
{
    int ret_val;
    int line_count = 0;
    char file[BUFF];
```

<p>In a project I am working on at the moment I have a lot of functions interleaved with blocks of <code>#ifdef</code>

<p>I'd just remove the symbol from the project and have eclipse highlight it as being disabled, but then I can't work or

<p>I've read several posts (specifically <a href="http://stackoverflow.com/questions/3121920/how-can-i-get-eclipse-t

<p>Am I missing something, or does this feature not exist in Eclipse? </p>

<p>Cheers </p>

19039874

Can I have Eclipse highlight an #ifdef block of code regar

<p>I have a function that would love to take advantage of the "correct" wa

```
<pre><code>public DbDataAdapater CreateDataAdapter(DbConnection connection)
{
    #IFDEF (NET45)
        return DbProviderFactories.GetFactory(connection).CreateDataAdapter();
    #ELSE
        //We can't construct an adapter directly
        //So let's run around the block 3 times, before potentially crashing
        DbDataAdapter adapter;

        if (connection is System.Data.SqlClient.SqlConnection)
            return new System.Data.SqlClient.SqlDataAdapter();
        if (connection is System.Data.OleDb.OleDbConnection)
            return new System.Data.OleDb.OleDbDataAdapter();
        if (connection is System.Data.Odbc.OdbcConnection)
            return new System.Data.Odbc.OdbcDataAdapter();
        //Add more DbConnection kinds as they become invented
        if (connection is SqlCeConnection)
            return new SqlCeDataAdapter();
        if (connection is MySqlConnection)
            return new MySqlDataAdapter();
        if (connection is DB2Connection)
            return new DB2DataAdapter();

        throw new Exception("[CreateDataAdapter] Unknown DbConnection type: " + connection.GetType().FullName);
    #END
}
</code></pre>
```

<p>The only way i've been able to find to make this work is for everyone who uses this

<p>Which not going to happen; it has to just work, or it's not going to be used at all.</p>

<p>Is there a ways to define away non-functional code when the solution targets earlier versions of the .NET framewo

<p>In other words, it would be great if this compiled:</p>

```
<pre><code>public DbDataAdapter CreateDataAdapter(DbConnection conn)
{
    if (System.Runtime.Version &gt;= 45)
        return DbProviderFactories.GetFactor(connection).CreateDataAdapter();
    else
```

<p>I need to solve the producer-consumer problem requiring a single process solution using threads within a process.

<p>I did a lot of research on the internet and was able to code some of it. However, it doesn't seem to be working righ

<p>My header file:</p>

```
<pre><code> #include <sys/signal.h>;
#include <sys/time.h>;
#include <pthread.h>;
#include <sys/signal.h>;
#include <string.h>;
#include <stdio.h>;
```

```
#define    NUMFLAVORS    4
#define    NUMSLOTS    400
#define    NUMCONSUMERS    50
#define    NUMPRODUCERS    30
#define    NoOfDozens    200
```

```
struct DONUT_SHOP {
    int    flavor [NUMFLAVORS] [NUMSLOTS];
    int    outptr [NUMFLAVORS];
    int    in_ptr [NUMFLAVORS];
    int    serial [NUMFLAVORS];
};
</code></pre>
```

<p>My program:</p>

```
<pre><code> void  *sig_waiter ( void *arg );
void  *producer ( void *arg );
void  *consumer ( void *arg );
void  sig_handler ( int );
```

```
/* *****
/*  GLOBAL VARIABLES  */
/* *****
```

```
#include "ml_pc.h"
```

```
struct DONUT_SHOP shared_ring;
```

<p>These days, I start learning the Nucleus Plus OS. After build the OS and download the image into the board, the OS Now here is the code for CMEM_Index().
Is there anyone know something about Nucleus Plus? Or who can tell me how can the system get the nor flash ID list?

```
<pre><code>#if defined(__DUAL_SERIAL_FLASH_SUPPORT__)
kal_int32 CMEM_Index(const kal_uint16 CS)
#else //ADMUX or Nand or SF without Dual SF enable
kal_int32 CMEM_Index()
#endif
{
    kal_int32 i, j;
    CMEMFlashID id;
    const CMEMEntryID *id_list=NULL;

    #if !defined(__DUAL_SERIAL_FLASH_SUPPORT__)
        if (cmem_index>=0) return cmem_index;
    #endif

    // Read Flash ID
    #if defined(_NAND_FLASH_BOOTING_)
        #if defined(__UBL__)
            return CMEM_INVALID_INDEX;
        #else
            if(DAL_is_initialized == 0)
            {
                DAL_init(); // Call DAL init to ensure FlashID already there.
            }
            MTD_ReadID(8, id.NAND);
        #endif
    #elif defined(__DUAL_SERIAL_FLASH_SUPPORT__)
        #if defined(__UBL__)
            //begin from MT6255, remapping is done before NOR_ReadID
            if(CS !=2) //Skip Read ID for dummy SF2
            {
                if(EMI_QueryIsRemapped())
                    NOR_ReadID(CS,(void*)0x10000000, id.NOR);
                else
                    NOR_ReadID(CS, (void*)0, id.NOR);
            }
        #else
            if(CS !=2)//Skip Read ID for dummy SF2
                NOR_ReadID(CS, (void *) (INT_RetrieveFlashBaseAddr() + NOR_FLASH_BASE_ADDRESS), id.NOR);
        #endif
    #endif
}
```


<p>I use C++ for project, there includes a c header file ira.h as below:</p>

```
<pre><code>#ifdef __cplusplus
extern "C" {
#endif

extern inline void disable_irqs() {
    __asm__ __volatile__("\torc #0x80,ccr\n":::"cc");
}

extern inline void enable_irqs() {
    __asm__ __volatile__("\tandc #0x7f,ccr\n":::"cc");
}

#ifdef __cplusplus
}
#endif
</code></pre>
```

<p>When I compile it, I got error as below:</p>

```
<pre><code>/usr/local/bin/h8300-hitachi-hms-g++ -DCXX -fno-rtti -fno-exceptions -O2 -fno-builtin -fomit-frame-point
In file included from PowerFunctionsController.H:32,
    from rcx1.H:27,
    from rcx1.C:21:
/brickos/include/lnp/sys/irq.h: In function `void disable_irqs(...)':
/brickos/include/lnp/sys/irq.h:99: parse error before `::'
/brickos/include/lnp/sys/irq.h: In function `void enable_irqs(...)':
/brickos/include/lnp/sys/irq.h:104: parse error before `::'
make: *** [rcx1.o] Error 1
</code></pre>
```

<p>What can I do?</p>

19658441

Syntax error in: __asm__ ("some_code":::"cc")

<p>We are migrating our C application from Solaris 8 to Solaris 10. I am getting error when I run this code on Solaris 10

```
<pre><code>nFDs = ulimit(UL_GDES LIM, 0);
n=select(nFDs, &amp;set, NULL, NULL, NULL);
</code></pre>
```

<p>Error:</p>

```
<pre><code>Error : GetKey_(): select(): Invalid argument
</code></pre>
```

<p>I got why I got this error, because <code>nFDs</code> is more than 1024.
Below is from the <code>select.h</code></p>

```
<pre><code>#ifdef _LP64
#define FD_SETSIZE 65536
#else
#define FD_SETSIZE 1024
</code></pre>
```

<p>Could you please give me pointer how the <code>ulimit(UL_GDES LIM, 0)</code> and <code>select</code> works

19849217

How do ulimit(UL_GDES LIM, 0) and select work?

<p>I'm trying to adapt this code about AVL Trees But I get compile errors</p>

<p>These are the errors obtained:</p>

```
<pre><code>gerasg@gerasg-iMac:~/Escritorio/AVLTREE$ g++ -Wall -Wextra -Werror -pedantic main.c avltree.c -o avl.t
In file included from main.c:3:0:
avltree.h:24:7: error: expected unqualified-id before 'delete'
avltree.h:24:7: error: expected initializer before 'delete'
In file included from avltree.c:3:0:
avltree.h:24:7: error: expected unqualified-id before 'delete'
avltree.h:24:7: error: expected initializer before 'delete'
avltree.c:205:7: error: expected unqualified-id before 'delete'
avltree.c:205:7: error: expected initializer before 'delete'
</code></pre>
```

<p>Before you ask me, my teacher requires us to use the g++ compiler, and write the code in C.
I know that sounds weird, but it's his desire.</p>

<p>And here is the code with which I have been fighting:</p>

<p>main.c:</p>

```
<pre><code>#include <stdio.h>
#include <stdlib.h>
#include "avltree.h"

int main()
{
    node *t;
    int i;
    int j = 0;
    const int max = 10;

    printf("--- C AVL Tree Demo ---\n");

    t = NULL;

    printf("Insert: ");
    for( i = 0; i < max; i++, j = ( j + 7 ) % max )
    {

        t = insert( j, t );
        printf("%d " i);
    }
}</pre>
```

<p>Hey everyone im very new to the C programming language and i am trying to read from a simple .txt file which con

```
<pre><code> 13 11 2011 13 10 00 GS452 45 20
13 11 2011 15 14 23 EI597 60 30
13 11 2011 15 34 35 EI600 20 15
</code></pre>
```

<p>currently i am using fscanf to read in the whole line then store them in correct variables in my structure. I looked up

<p>Using my below code and the above file:</p>

<p>1) which is the best way to read and store the information from the file in the correct place</p>

<p>2) the best way to check for EOF so it stops and the end of file/doesn't read empty files.</p>

<p>Header file:</p>

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

#ifdef __cplusplus
extern "C" {
#endif
```

```
typedef struct {
    /* unsigned because these values cannot be negative*/
```

```
    unsigned int day;
    unsigned int month;
    unsigned int year;
    unsigned int hour;
    unsigned int mins;
    unsigned int secs;
    char ais[5];
    unsigned int l_boat_time;
    unsigned int heli_time;
```

```
} mayday_call;
```

```
void read_may_day_file();
```

```
#ifdef __cplusplus
```

I face a very strange link problem with VC 2010. Now I am developing a C++ library, and in order to make debug mi

```
<code>class Object
{
public:
    int fun(std::vector<int> &auxiliary_variable_for_debug_purpose);
    int fun();
}
</code></pre>
```

It is also possible to reorganize this class in this way:</p>

```
<code> class Object
{
public:
#ifdef DEBUG_INDICATOR
    int fun(std::vector<int> &auxiliary_variable_for_debug_purpose);
#else
    int fun();
#endif
}
</code></pre>
```

By doing so I expect to give a clear interface to the user. </p>

The problem I face now is both <code>int fun(std::vector<int> &auxiliary_variable_for_debug_purpose)

```
<code>file.h
void help_function()
</code></pre>
```

and</p>

```
<code>file.cpp
void help_function()
{
    // do something
}
</code></pre>
```

As you can see <code>void help_function()</code> is the same regardless whether <code>DEBUG_INDICATOR</cc>

EDIT</p>

<p>i have this chunk of code </p>

```
<pre><code>static void err_doit(int errnoflag, int level, const char *fmt, va_list ap)
{
    int    errno_save;
    unsigned long n;
char    buf[MAXLINE];
    errno_save = errno;
    #ifdef HAVE_VSNPRINTF
vsnprintf(buf, sizeof(buf), fmt, ap); /* this is safe */
    #else
vsprintf(buf ,fmt, ap);    /* this is not safe */
    #endif
    n = strlen(buf);
    if (errnoflag)
        snprintf(buf + n, sizeof(buf) - n, ": %s", strerror(errno_save));
    strcat(buf, "\n");

    if (daemon_proc) {
        syslog(level,"%s", buf);
    } else {
        fflush(stdout);
        fputs(buf, stderr);
        fflush(stderr);
    }
    return;
}
</code></pre>
```

<p>when i compile it (Clang 5.0.0 with -Weverything) i obtain those warnings:</p>

```
<pre><code>Building C object lib/netutils/CMakeFiles/netutils.dir/error.c.o
/Users/User/Desktop/project.cmake/lib/netutils/error.c:98:16: warning: format string is      not a string literal [-Wformat]
    vsprintf(buf ,fmt, ap);          /* this is not safe */
      ^~~

/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.9.sdk/usr/include/sys/_types.h:145:16: note: expanded from macro 'vsprintf'
    #define vsprintf __builtin___vsprintf_chk (str, 0, __darwin_obsz(str), format, ap)
                   ^
</code></pre>
```

<p>the same thing happens with this other function vsnprintf(buf, sizeof(buf), fmt, ap);</p>

<n>how can i fix this warning? </n>

<p>Here is an excerpt from ntdddisk.h</p>

```
<pre><code>typedef struct _DISK_GEOMETRY_EX {  
    DISK_GEOMETRY Geometry;           // Standard disk geometry: may be faked by driver.  
    LARGE_INTEGER DiskSize;           // Must always be correct  
    UCHAR Data[1];                    // Partition, Detect info  
} DISK_GEOMETRY_EX, *PDISK_GEOMETRY_EX;  
</code></pre>
```

<p>What is the point of <code>UCHAR Data[1];</code>? Why not just <code>UCHAR Data;</code> ?
And there are a lot of structures in DDK which have arrays of one element in declarations.</p>

<p>Thanks, thats clear now. The one thing is not clear the implementation of offsetof.
It's defined as</p>

```
<pre><code>#ifdef _WIN64  
#define offsetof(s,m) (size_t)( (ptrdiff_t)&(((s *)0)-&gt;m) )  
#else  
#define offsetof(s,m) (size_t)&(((s *)0)-&gt;m)  
#endif  
</code></pre>
```

<p>How this works:
<code>((s *)0)->m</code> ???</p>

<p>This </p>

```
<pre><code>(size_t)&((DISK_GEOMETRY_EX *)0)-&gt;Data  
</code></pre>
```

<p>is like </p>

```
<pre><code>sizeof (DISK_GEOMETRY) + sizeof( LARGE_INTEGER);  
</code></pre>
```

<p>But there is two additional questions:</p>

<p>1)
What type is this? And why we should use & for this?</p>

```
<pre><code>((DISK_GEOMETRY_EX *)0)-&gt;Data  
</code></pre>
```

<p>Team,</p>

<p>I have an environment variable which i would like to undefined/unset during the compilation of that particular prc

<p>i have tried using.. the below code..</p>

<p><code>ifdef \${ENV_VAR_TEST}
 undefine \${ENV_VAR_TEST}
endif
</code></p>

<p>but i still see that its get reflected in the compilation environment... are these correct steps to undefined/unset a v

<p>Thanks for your time .</p>

20384656

can we undefine/unset a variable in makefile

<p>I'm developing a simple instant-messaging software on Ubuntu 12.10, it's client requires GUI.

In the main window of the client, i need to create a thread to keep listening messages received from the server.</p>

<hr>

<p>Here is the error message:</p>

```
<pre><code>main.cpp:-1: In function 'int main(int, char**)':  
main.cpp:27: error: invalid conversion from 'void*' to 'void* (*)(void*)' [-fpermissive]
```

```
/usr/include/pthread.h:225: error: initializing argument 3 of 'int pthread_create(pthread_t*, const pthread_attr_t*,  
</code></pre>
```

<hr>

<p>In the <code>maininterface.h</code>:</p>

```
<pre><code>Class MainInterface: public QWidget  
{  
public:  
    explicit MainInterface(QWidget *parent = 0);  
    ~MainInterface();  
    void* ServerMSGWatch(void *threadArgs=NULL); // function run in the new thread  
  
};  
</code></pre>
```

<hr>

<p>It's definition in <code>maininterface.cpp</code> is:</p>

```
<pre><code>void* MainInterface::ServerMSGWatch(void *threadArgs)  
{  
    pthread_detach(pthread_self());  
    char arrServerMSGRecv[SERVER_MSG_MAX_SIZE + 1];  
    while(1){  
        recv(Login::sockCInt, arrServerMSGRecv, SERVER_MSG_MAX_SIZE+1, 0);  
        Handle_Server_MSG(arrServerMSGRecv);  
        memset(arrServerMSGRecv, 0, SERVER_MSG_MAX_SIZE+1);  
    }  
    return NULL;  
}  
</code></pre>
```

I tried to compile a simple C program with a header, a main, and another source file in Netbeans but

I have absolutely no idea what I can do to make it work. Hope you guys can help me.

console:

```
<code>/usr/bin/make" -f nbproject/Makefile-Debug.mk QMAKE= SUBPROJECTS= .build-conf
make[1]: Entering directory `/home/***/***/***/***/headertest'
nbproject/Makefile-Debug.mk:73: warning: overriding commands for target `build/Debug/GNU-Linux-x86/header.o'
nbproject/Makefile-Debug.mk:68: warning: ignoring old commands for target `build/Debug/GNU-Linux-x86/header.o'
"/usr/bin/make" -f nbproject/Makefile-Debug.mk dist/Debug/GNU-Linux-x86/headertest
make[2]: Entering directory `/home/***/***/***/***/headertest'
nbproject/Makefile-Debug.mk:73: warning: overriding commands for target `build/Debug/GNU-Linux-x86/header.o'
nbproject/Makefile-Debug.mk:68: warning: ignoring old commands for target `build/Debug/GNU-Linux-x86/header.o'
mkdir -p build/Debug/GNU-Linux-x86
rm -f "build/Debug/GNU-Linux-x86/header.o.d"
gcc -c -g -MMD -MP -MF "build/Debug/GNU-Linux-x86/header.o.d" -o build/Debug/GNU-Linux-x86/header.o header
mkdir -p build/Debug/GNU-Linux-x86
rm -f "build/Debug/GNU-Linux-x86/main.o.d"
gcc -c -g -MMD -MP -MF "build/Debug/GNU-Linux-x86/main.o.d" -o build/Debug/GNU-Linux-x86/main.o main.c
mkdir -p dist/Debug/GNU-Linux-x86
gcc -o dist/Debug/GNU-Linux-x86/headertest build/Debug/GNU-Linux-x86/header.o build/Debug/GNU-Linux-x86/main.o
/usr/bin/ld:build/Debug/GNU-Linux-x86/header.o: file format not recognized; treating as linker script
/usr/bin/ld:build/Debug/GNU-Linux-x86/header.o:1: syntax error
collect2: error: ld returned 1 exit status
make[2]: *** [dist/Debug/GNU-Linux-x86/headertest] Error 1
make[2]: Leaving directory `/home/***/***/***/***/headertest'
make[1]: *** [.build-conf] Error 2
make[1]: Leaving directory `/home/***/***/***/***/headertest'
make: *** [.build-impl] Error 2

BUILD FAILED (exit value 2, total time: 283ms)
</code></pre>
```

Here is the rest of my code:

main.c

```
<code>#include <stdio.h>
#include <stdlib.h>
#include "header.h"
```

```
int main(int argc, char** argv) {
```

<p>I am writing an audio transcoding application using ffmpeg libraries.
Here is my code </p>

```
<pre><code>  /*
 * File:  main.cpp
 * Author: vinod
 * Compile with "g++ -std=c++11 -o audiotranscode main.cpp -lavformat -lavcodec -lavutil -lavfilter"
 *
 */

#ifdef PRIu64
#define PRIu64 "lld"
#endif

#define __STDC_FORMAT_MACROS

#ifdef __cplusplus
extern "C" {
#endif

#include <stdio.h>;
#include <stdlib.h>;
#include <sys/types.h>;
#include <stdint.h>;
#include <libavutil/imgutils.h>;
#include <libavutil/samplefmt.h>;
#include <libavutil/frame.h>;
#include <libavutil/timestamp.h>;
#include <libavformat/avformat.h>;
#include <libavfilter/avfilter.h>;
#include <libavfilter/buffersrc.h>;
#include <libavfilter/buffersink.h>;
#include <libswscale/swscale.h>;
#include <libavutil/opt.h>;

#ifdef __cplusplus
}
#endif

#include <iostream>;
using namespace std;
```

<p>Hello stackoverflow community. I have been trying to teach myself static and dynamic libraries in C. I am having a

```
<pre><code>#include <stdio.h>
```

```
void test(char * c)
{
    printf(c);
}
</code></pre>
```

<p>And the .h file:</p>

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

#ifdef __cplusplus
extern "C" {
#endif
```

```
#ifdef __cplusplus
}
#endif
```

```
extern void test(char * c);
```

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

<p>Here are the steps I take to produce the issue.</p>

<p>First, I build this static library project with NetBeans, which generates a .a library (I am using MinGW for compiling)

<p>Then, I copy the .a file, as well as the library's .h file into a folder.</p>

<p>I then start a new C/C++ application project in NetBeans. I right click this project, and click properties. Then I go to

<p>Any help on figuring out what is wrong would be appreciated, thanks.</p>

<p>Some time ago I wrote a simple SMTP gate for automatic S/MIME processing and now it comes to testing. As typic

<p>During heavy load (many connections from many clients at the same time) it appears that child processes

<p>I already did some research, but nothing worked. All zombie processes are reaped, so <code>SIGCHLD</code> han

<p>I noticed that <code>waitpid()</code> sometimes returns strange PID values (very large, like 172915914).</p>

<p>Questions and some code.</p>

Is it possible that other process (ie. <code>init</code>) is reaping some of them?

Can a process not become a zombie after exit? Can it be reaped automatically?

How to fix it? Maybe there is a better way of counting them?

<p>Forking a child in <code>main()</code>:</p>

<pre><code>volatile sig_atomic_t sproc_counter = 0; /* forked subprocesses counter */

/* S/MIME Gate main function */

int main (int argc, char **argv)

{

[...]

/* set appropriate handler for SIGCHLD */

Signal(SIGCHLD, sig_chld);

[...]

/* SMTP Server's main loop */

for (;;) {

[...]

/* check whether subprocesses limit is not exceeded */

if (sproc_counter < MAXSUBPROC) {

if ((childpid = Fork()) == 0) { /* child process */

Close(listenfd); /* close listening socket */

smime_gate_service(connfd); /* process the request */

exit(0);

}

++sproc_counter;

```
<pre><code>#ifdef ???  
    // code for VC++ 2010 compiler  
#else  
    // code for later compiler versions  
#endif  
</code></pre>
```

<p>What macro can I use instead of <code>???</code>? I don't care about older compiler versions.</p>

21018466

Distinguish between VC++ 2010 and later compiler versi

<p>I'm trying to compile a C program, but receive many errors. </p>

<p>The errors are encountered in standard C headers files (inttypes.h, stdio.h, stat.h, etc).</p>

<p>The source of the errors are the following undefined constants:</p>

<p>__BEGIN_DECLS
__END_DECLS
__BEGIN_NAMESPACE_STD
__END_NAMESPACE_STD
__THROW
__CONCAT</p>

<p>What these constants seem to have in common is that they are defined differently depending on whether the C or

<p>For example, this question <a href="http://stackoverflow.com/questions/8087438/should-i-have-to-use-an-extern

```
<pre><code>/* C++ needs to know that types and declarations are C, not C++. */  
#ifdef __cplusplus  
# define __BEGIN_DECLS extern "C" {  
# define __END_DECLS }  
#else  
# define __BEGIN_DECLS  
# define __END_DECLS  
#endif  
</code></pre>
```

<p>Any guesses as to why I'm encountering these errors? </p>

21046825

C Compiler error from standard headers - undefined C++

<p>I am working with XC8 1.20 and a PIC18F66K80 and having some trouble with using the pwm.h library. Whenever I

<p>The conditional that was returning false is:</p>

```
<pre><code>#ifdef __18F66K80
</code></pre>
```

<p>In fact, there were no sections that were being compiled. It was like I had no chip selected, even though the projec

<p>My question is - what is the correct way to tell pconfig.h what chip I am using? My project settings clearly show the

21441302

XC8 pconfig.h not selecting chip

<p>It's my first time struggling with ARM processors (ARMv6), and I need a bit of help while I'm trying to "translate" a

<p>The original code shows:</p>

```
<pre><code>#ifdef _WIN32
__asm
{
    mov eax, var1
    xor edx, edx
    div var2
    mov var1, eax
    mov var3, edx
}
#else
__asm__ __volatile__ ( "mov %2, %%eax;"
    "xor %%edx, %%edx;"
    "divl %3;"
    "mov %%eax, %0;"
    "mov %%edx, %1;"
    : "=m" (var1), "=m" (var3)
    : "m" (var1), "m" (var2)
    : "%eax", "%edx"
    );
#endif
</code></pre>
```

<p>So, I can assume that I have to add a new line to "let the compiler 'identify' the ARM", doing something like:</p>

```
<pre><code>#if defined _WIN32
__asm
#elif defined __ARM_ARCH_6__
//here my new code
#else
__asm__ __volatile__
#endif
</code></pre>
```

<p>But, as I said, it's my first time using ARM processor, so I have some questions...

By a link found here (stackoverflow) I found a manual of ARM ASM, in which says there're 16 registrers (r0 - r15), in wh

<p>If this is right, I can "translate" [eax=r4, edx=r5] or something similar. But I really have no idea of how I must declar

<p>How I have to put the block? Between brackets ({})? How can I refer "var1" "var2" and "var3"?</p>

<p>This is the CSortedList.cpp file, where I'm having trouble doing what I want to do. For example, under the InsertItem function, I'm having trouble sorting the list.</p>

<p>The MoveListItem function is there in order to help sort the list by adding/removing items as needed - it was provi

<p>The RemoveItem function should do exactly what it says - if I were to remove an item from the list, it should be mc

<p>Finally, per the directions, our professor gave us this function - GetTargetIndex, but I have no idea what I'm suppos

```
<pre><code>#include <iostream>
using namespace std;
#include "CSortedList.h"
```

```
void CSortedList::DispRetVal(const char* szMessage
                             , ListRetVal value) const
```

```
{
    #ifdef DEBUG_LIST
    cerr <<< szMessage <<< ": ";
    switch (value)
    {
        case LIST_FULL:
            cerr <<< "LIST_FULL\n";
            break;

        case LIST_EMPTY:
            cerr <<< "LIST_EMPTY\n";
            break;

        case LIST_ERROR:
            cerr <<< "LIST_ERROR\n";
            break;

        case LIST_SUCCESS:
            cerr <<< "LIST_SUCCESS\n";
            break;

        case LIST_INVALID_INDEX:
            cerr <<< "LIST_INVALID_INDEX\n";
            break;

        default:
            cerr <<< "Unrecognized error code\n";
```


<p>I've been having a strange concurrency issue with linux 2.6 and a mutex located in mmap file backed memory. It's

```
<pre><code>// mode & definition for hash latch implementation
```

```
enum {  
    Mutex = 1,  
    Write = 2,  
    Pending = 4,  
    Share = 8  
} LockMode;
```

```
// mutex locks the other fields  
// exclusive is set for write access  
// share is count of read accessors
```

```
typedef struct {  
    volatile ushort mutex:1;  
    volatile ushort exclusive:1;  
    volatile ushort pending:1;  
    volatile ushort share:13;  
} BtSpinLatch;
```

```
// wait for other read and write latches to relinquish
```

```
void bt_spinwritelock(BtSpinLatch *latch)  
{  
    do {  
#ifdef unix  
        while( __sync_fetch_and_or((ushort *)latch, Mutex | Pending) & Mutex )  
            sched_yield();  
#else  
        while( _InterlockedOr16((ushort *)latch, Mutex | Pending) & Mutex )  
            SwitchToThread();  
#endif  
        if( !(latch->share | latch->exclusive) ) {  
#ifdef unix  
            __sync_fetch_and_or((ushort *)latch, Write);  
            __sync_fetch_and_and ((ushort *)latch, ~(Mutex | Pending));  
#else  
            _InterlockedOr16((ushort *)latch, Write);  
            _InterlockedAnd16((ushort *)latch, ~(Mutex | Pending));  
#endif  
            return;  
        }  
    } while(1);  
}
```

<p>I've run into a slight issue getting my program to compile. This is the first time I've worked with code being spread I suppose my main issue is the 'CreditAccount' does not name a type error.</p>

<p>CreditAccount.h</p>

```
<pre><code>#ifndef CREDIT_ACCOUNT_H
#define CREDIT_ACCOUNT_H
class CreditAccount
{
    private:
        char accountNum[20];
        char custName[21];
        double credLimit;
        double accountBal;

    public:
        CreditAccount();
        CreditAccount(char[], char[], double, double);
};

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

<p>CreditAccount.cpp</p>

```
<pre><code>#include "CreditAccount.h"
#include <cstring>
CreditAccount::CreditAccount()
{
    accountNum[0] = '\0';
    custName[0] = '\0';
    credLimit = 0;
    accountBal = 0;
}

CreditAccount::CreditAccount(char newAccountNum[], char newCustName[], double newCredLimit, double newAccou
{
    newAccountNum = strcpy(newAccountNum, accountNum);
    newCustName = strcpy(newCustName, custName);
    newCredLimit = credLimit;
    newAccountBal = accountBal;
}
</code></pre>
```

I have some ALSA driver code that has many lines that have to change for going between two audio configurations

For example:

L/R Stereo:

```
regmap_read(WM88->regmapL, addr, &val_l);
regmap_read(WM88->regmapR, addr, &val_r);
pr_info("%s: reg 0x%02X, val_l 0x%02X, val_r 0x%02X\n",
__func__, addr, val_l, val_r);
```

Mono:

```
regmap_read(WM88->regmapL, addr, &val_l);
pr_info("%s: reg 0x%02X, val_l 0x%02X\n",
__func__, addr, val_l);
```

One option is to have a bunch of `#ifdef #endif` blocks, but it looks pretty ugly. Is there a better way to do this? It do

22567563

Using C macro to nicely combine two options in code

Can you embed `#ifdef` and `#endif`?

For example:

```
#ifdef B
run1();
#ifdef C
run2();
#endif
#endif
```

Desired result is `run2()` only occurs if both B and C are defined

22568939

C preprocessor macro embedded `#ifdef #endif`

I'm facing some scaling challenges at the company I work for and I would like to have new features implemented w
I know Facebook, Twitter, Podio and probably other companies have this.
The easiest way I can think of would be to embed the code in a #ifdef - #endif block but I would like to have an interna
Any ideas how something like that could be implemented? Any suggestions are very much appreciated. Thanks

22661464

How to implement feature off switch on iOS

This question is a continuation of the problem I described <http://stackoverflow.com/questions/22615645>
At first I though I had my mipmap gen routine wrong which goes like this:

```
glGenTextures(1, &textureName);
glBindTexture(GL_TEXTURE_2D, textureName);
glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA8, imageInfo.Width, imageInfo.Height, 0, imageInfo.Format, imageInfo.Type,
glTexParameteri ( GL_TEXTURE_2D, GL_TEXTURE_BASE_LEVEL, 0 );
```

```
glGenerateMipmap(GL_TEXTURE_2D);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR_MIPMAP_LINEAR);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);
</code></pre>
```

I also tried to play with this param:

```
<code>glTexParameteri ( GL_TEXTURE_2D, GL_TEXTURE_MAX_LEVEL, XXX);
</code></pre>
```

including Max level detection formula:

```
<code> int numMipmaps = 1 + floor(log2(glm::max(imageInfoOut.width, imageInfoOut.height)));
</code></pre>
```

But all this stuff didn't work consistently. Out of 10-15 runs 3-4 come out with broken Mipmaps. What I then found

Here is my custom off-screen context creation setup:

```
<code> int visual_attribs[] = {
    GLX_RENDER_TYPE,
    GLX_RGBA_BIT,
    GLX_RED_SIZE, 8,
    GLX_GREEN_SIZE, 8,
    GLX_BLUE_SIZE, 8,
    GLX_ALPHA_SIZE, 8,
    GLX_DEPTH_SIZE, 24,
    GLX_STENCIL_SIZE, 8,
    None
};
int context_attribs[] = {
    GLX_CONTEXT_MAJOR_VERSION_ARB, vmaj,
    GLX_CONTEXT_MINOR_VERSION_ARB, vmin,
    GLX_CONTEXT_FLAGS_ARB,
```

<p>I'm trying to write a composite widget using GTK+3 in C.</p>

<p>the composite widget set property and get property are using `alsa_device_item **` which is a type struct to `_alsa_`

<p>my include file is this;</p>

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

#ifdef __cplusplus
extern "C" {
#endif

#include <gtk-3.0/gtk/gtk.h>

#define AUDIO_DEVICE_DIALOG_WIDGET_TYPE (audio_device_dialog_widget_get_type())
#define AUDIO_DEVICE_DIALOG_WIDGET(obj) (G_TYPE_CHECK_INSTANCE_CAST ((obj), AUDIO_DEVICE_DIALOG_WIDGET_TYPE, audio_device_dialog_widget_get_type) (void);

typedef struct _audio_device_dialog_widget AudioDeviceDialogWidget;
typedef struct _audio_device_dialog_widget_class AudioDeviceDialogWidgetClass;

struct _audio_device_item {
    char *device_name;
    char *device_desc;
    gboolean is_available;
};

typedef struct _audio_device_item audio_device_item;

AudioDeviceDialogWidget *audio_device_dialog_widget_new (audio_device_item **device_items);

#ifdef __cplusplus
}
#endif

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

<p>as you see in the include file i define the struct and typedef of `alsa_device_item`.</p>

<p>Short story: I want to enforce a run-time condition check in certain conditionally-compiled code

<p>Long story:

Our C code base relies heavily on profiling.

We have lots of different profiles, and almost each module has <code>#ifdef</code>s for at least 5-6 different profiles

<p>We have added a new requirement - for certain profiles (Let's say <code><A></code> and <code></code>

<p>i.e., this is how the code looks now:</p>

```
<pre><code>#ifdef &lt;A&gt;
    /* Profiled code... */
#endif /* &lt;A&gt; */

#ifdef &lt;B&gt;
    /* Profiled code... */
#endif /* &lt;B&gt; */

#ifdef &lt;C&gt;
    /* Profiled code... */
#endif /* &lt;C&gt; */
</code></pre>
```

<p>This is how we need it to look:</p>

```
<pre><code>#ifdef &lt;A&gt;
    if (new_condition)
    {
        /* Profiled code... */
    }
#endif /* &lt;A&gt; */

#ifdef &lt;B&gt;
    if (new_condition)
    {
        /* Profiled code... */
    }
#endif /* &lt;B&gt; */

#ifdef &lt;C&gt;
    /* Profiled code... */
#endif /* &lt;C&gt; */
</code></pre>
```

<p>I have a makefile that used to work with make 3.80.
Now I updated to 3.81 and I obtain the following error: </p>

```
<pre><code>Makefile:185: *** invalid syntax in conditional. Stop.
</code></pre>
```

<p>Line 185 corresponds to:</p>

```
<pre><code>ifdef $(FDEP_FILES)
</code></pre>
```

<p>A few lines above I define FDEP_FILES</p>

```
<pre><code>FDEP_FILES += $(addsuffix .df, $(TEST_BASENAMES_FC))
</code></pre>
```

<p>and</p>

```
<pre><code>TEST_BASENAMES_FC += $(basename $(shell ls *.fc 2>/dev/null ))
</code></pre>
```

<p>The makefile works when there is only one .fc file in the folder, while it fails in case of multiple makefile.</p>

22991068

ifdef & make 3.81: invalid syntax in conditional

<p>My project uses a Settings.h to store common configuration settings like the server url etc. I have been tasked to c

<p>I have a new target in my xcode workspace for this. I have 2 Settings.h in separate folders like</p>

```
<pre><code>awesomeProject/Settings/Settings.h
oldProject/Settings/Settings.h
</code></pre>
```

<p>The Settings.h is included in a few places in the project (not loaded via .pch). I have tried setting header search pat

<p>Is there a way to #include Settings.h based on the target without resorting to sprinkling #ifdef .. #endif constructs ?

23021328

include header based on xcode scheme

Following code is fragment shader which I created using [```
<pre><code>#ifdef GL_ES
#define LOWP lowp
precision mediump float;
#else
#define LOWP
#endif
varying LOWP vec4 v_color;
varying vec2 v_texCoord;
uniform sampler2D u_texture;

void main\(\)
{
 gl_FragColor = v_color * texture2D\(u_texture, v_texCoord\);
 gl_FragColor.rgb = vec3\(gl_FragColor.g, gl_FragColor.r, gl_FragColor.b\)
}
</code></pre>
```](https://github.com/libgdx/libgdx/blob/master/g</a></p></div><div data-bbox=)

however when I try to add any variable to shader program like so (i excluded #ifdef ... u\_texture; but it's still in sha

```
<pre><code>float test;

void main()
{
 gl_FragColor = v_color * texture2D(u_texture, v_texCoord);
 test = (gl_FragColor.r + gl_FragColor.g + gl_FragColor.b) / 3.0f;
 gl_FragColor.rgb = vec3(test, test, test);
}
</code></pre>
```

it works on pc, but crashes on android - shader compiles fine on android too, but when SpriteBatch ApplyShader m

Tried defining variable inline like so:

```
<pre><code>float test = (gl_FragColor.r + gl_FragColor.g + gl_FragColor.b) / 3.0f;
</code></pre>
```

But it doesn't change a thing - still works perfectly fine on PC but not on Android. Moreover it crashes even if I writ

```
<pre><code>test = 0.4f;
</code></pre>
```

<p>I am working on APP includes c++ code. I am using \_\_android\_\_ macro to distinguish the IOS and C++ specific cc

<p>ex. </p>

```
<pre><code>#ifdef __ANDROID__
#define android
#endif
```

```
#ifdef (android)
//Android specific code
#else
//IOS specific code
#endif
</code></pre>
```

<p>It was working fine since couple of moths, but Suddenly the macro is not defined in ADT.</p>

<p>I have tried:</p>

- <li>Creating new workspace </li>
- <li>using additional "ANDROID" macro</li>
- <li>using different ADT version.</li>

<p>I have referred the thread

<a href="http://stackoverflow.com/questions/15328751/android-macro-suddenly-not-defined">\_\_ANDROID\_\_ macro</a>  
But I guess its been left by the user and the solution is not yet provided..</p>

<p>thanks in advance</p>

23465797

"\_\_ANDROID\_\_ macro is not defined

<p>I am a new C programmer and so you will have to excuse my lack of knowledge. Slowly but surely I am improving. I

```
<pre><code>#ifndef FILE_TABLE_H
#define FILE_TABLE_H
#ifdef __cplusplus
extern "C" {
#endif
 typedef struct article_info {
 char author1[512];
 char author2[512];
 char author3[512];
 char author4[512];
 char author5[512];
 char author6[512];
 char title[2048];
 char version[4];
 char year[4];
 char page[64];
 char abstract[4096];
 char notes[4096];
 } artinfo;

#ifdef __cplusplus
}
#endif
#endif
</code></pre>
```

<p>After instantiating this and clearing it with memset I proceed to send it to another function which will extract text :

```
<pre><code>bool readerParser(FILE *input, FILE *output, textlbuf *lbuf, artinfo *artIn[]){

int isNewline; /* Boolean indicating we've read a CR or LF */
long lFileLen; /* Length of file */
long lIndex; /* Index into cThisLine array */
long lLineCount; /* Current line number */
long lLineLen; /* Current line length */
long lStartPos; /* Offset of start of current line */
long lTotalChars; /* Total characters read */
char cThisLine[BUFSIZE]; /* Contents of current line */
char *cFile; /* Dynamically allocated buffer (entire file) */
char *cThisPtr; /* Pointer to current position in cFile */
char cNextLine[BUFSIZE];
```

<p>This is a school thing.</p>

<p>Here's the problem:</p>

<p>We're working on a Bomberman clone, and we have to implement a scripting interface, allowing the user to make  
We chose to use Perl. Right now, I build the perl module like this:</p>

<p>Here are the files (test purpose):</p>

<p>SaibApi.xs:</p>

```
<pre><code>#ifdef __cplusplus
extern "C" {
#endif
#include "EXTERN.h"
#include "perl.h"
#include "XSUB.h"
#ifdef __cplusplus
}
#endif
#include "ppport.h"
#include "SaibApi.hpp"
```

```
MODULE = SaibApi PACKAGE = SaibApi
```

```
SaibApi *
SaibApi::new()
```

```
void
SaibApi::DESTROY()
```

```
void
SaibApi::PrintLol()
```

```
void
SaibApi::PrintPvar()
```

```
void
SaibApi::setLol(int arg)
</code></pre>
```

<p>SaibApi.hpp</p>

I am using `-D_FILE_OFFSET_BITS=64` flag while compiling my application on Unix. It gets built properly

On Solaris, I am getting an error for following:

```
long lPos = 0L;
long UTMPSIZE = sizeof(struct utmp);
int fd = 0;

fd = open("/etc/utmp", O_RDONLY);
UTMPSIZE = sizeof(struct utmpx);
lPos = lseek(fd, -UTMPSIZE, SEEK_END); // error: conversion from `long int' to non-scalar type `off_t' requested
```

I read somewhere that using `-D_FILE_OFFSET_BITS=64`, the long gets #defined to `off_t`. If that is so, why this error happens?

I wrote the same steps in a C++ program, compiled and executed on a Solaris system, and it works. However only with

This is what I have in types.h:

```
#if __STDC__ - 0 == 0 && !defined(_NO_LONGLONG)
typedef long long longlong_t;
typedef unsigned long long u_longlong_t;
#else
/* used to reserve space and generate alignment */
typedef union {
 double _d;
 int32_t _l[2];
} longlong_t;
typedef union {
 double _d;
 uint32_t _l[2];
} u_longlong_t;
#endif /* __STDC__ - 0 == 0 && !defined(_NO_LONGLONG) */

#ifndef _OFF_T
#define _OFF_T

#if defined(_LP64) || _FILE_OFFSET_BITS == 32
typedef long off_t; /* offsets within files */
#elif _FILE_OFFSET_BITS == 64
typedef longlong_t off_t; /* offsets within files */
#endif
```

<p>I have a simple gnu makefile:</p>

```
<pre><code>ifdef $(DEBUGGING)
 CFLAGS = -g -O0 -Wall
else
 CFLAGS = -O3 -Wall
endif
```

```
test:
 @echo DEBUGGING is $(DEBUGGING)
 @echo $(CFLAGS)
</code></pre>
```

<p>When I invoke it like this, I see that DEBUGGING is set to true, but <code>ifdef \$(DEBUGGING)</code> appears to be

```
<pre><code>$ DEBUGGING=true make test
DEBUGGING is true
-O3 -Wall
</code></pre>
```

<p>I would expect that CFLAGS would be set to "-g -O0 -Wall". What am I missing?</p>

24128158

using an ifdef conditional to set a Make flag



<p>I am learning C by programming a chess application and I have a problem with circular references. My linkedList.h |

```
<pre><code>#ifndef LINKEDLIST_H
#define LINKEDLIST_H
#ifdef __cplusplus
extern "C" {
#endif
#ifdef __cplusplus
}
#endif
#endif /* LINKEDLIST_H */
```

```
#include <stdlib.h>
#include "squares.h"
```

```
typedef struct node {
 tSquare c;
 struct node * next;
} node_square;
```

```
void createEmptyList(node_square* n);
int isEmptyList(node_square* n);
int insertAtBeginning(node_square** n, tSquare c);
void print_list(node_square * head);
</code></pre>
```

<p>And in my squares.h I want to include the linkedList.h functionality so that I can return a linked list of squares three:

```
<pre><code>#ifndef SQUARES_H
#define SQUARES_H
#ifdef __cplusplus
extern "C" {
#endif
#ifdef __cplusplus
}
#endif
#endif /* SQUARES_H */
```

```
typedef struct {
 int file;
 int rank;
```

<p>I'm experiencing a very weird issue.  
My c++ program uses a DLL that I've written.  
This DLL exports a class MyDocument.</p>

```
<pre><code>#ifdef WIN32
if defined(CORE_EXPORTS)
define CORE_API __declspec(dllexport)
elif defined(MCORE_IMPORTS)
define CORE_API __declspec(dllimport)
else
define CORE_API
endif
#else
define CORE_API
#endif

 class CORE_API MyDocument
 {
 public:
 ...
 };
</code></pre>
```

<p>As my client program attempts to create an array of this object, it takes more than 7 seconds (almost 10)in debug i

```
<pre><code>MyDocument *docs = new MyDocuments[550];
</code></pre>
```

<p>I read about using \_NO\_DEBUG\_HEAP=1 in the env variables but it doesn't change anything.</p>

<p>Moreover, I found out something weird. Instead of exporting the class MyDocument, I put the whole code in the  
In that case, the same allocation statement is almost instantaneous.</p>

```
<pre><code>MyDocument *docs = new MyDocuments[550];
</code></pre>
```

<p>Honestly, I don't know what's happening there.</p>

<p>Any suggestion ?</p>

<p>My config: XP with VS Express 2008.</p>

<n>7 </n>

<p>I would like to add some class operators to a record, but I still want to code to compile under older Delphi versions

<p>What define should I use so that the operator will compile in all versions that support it, but will be ignored in olde

```
<pre><code>type
 Iso8601 = {$ifndef UNICODE}object{$else}record{$endif}
 data: Integer;
 {$ifdef ???} <-- what to put here
 class operator Add(A: Iso8601): Iso8601;
 {$endif}
end;
</code></pre>
```

<p>I know that records with member functions coincide with the Unicode update, but what define do I use for the clas

24185952

What ifdef should I use to check for class operators

<p>I'm trying to debugging my code on the PIC24F04KA200. But when i start debugging, i get the message:  
<em>The target device is not ready for debugging. Please check your configuration bit settings and program the device

<p>I readed the PickIt3 User guide, but i don't find the answer. The PickIt is connected to the PGC2 and PGD2 pins. My

```
<pre><code>/*
 * File: config.h
 *
 */

#ifndef CONFIG_H
#define CONFIG_H

#ifdef __cplusplus
extern "C" {
#endif

#ifdef __cplusplus
}
#endif

#endif /* CONFIG_H */

#include <p24F04KA200.h>;

// PIC24F04KA200 Configuration Bit Settings

// 'C' source line config statements

#include <xc.h>;

// FBS

// FGS
#pragma config GWRP = OFF // General Segment Code Flash Write Protection bit (General segment may be wr
#pragma config GCP = OFF // General Segment Code Flash Code Protection bit (No protection)

// FOSCSEL
#pragma config FNOOSC = FRCDIV // Oscillator Select (8 MHz FRC oscillator with divide-by-N (FRCDIV))
#pragma config IESO = OFF // Internal External Switch Over bit (Internal External Switchover mode disabled (T\
```

I am working with the following <http://www.aliexpress.com/store/product/Development-board-ARM-Crc>

I want to use the stm32f103 usart in synchronous mode, and I used STM32F10x\_StdPeriph\_Lib\_V3.5.0\Project\STM32F10x\_StdPeriph\_Examples\USART\Synchronous

I modified the code in an attempt to use `USART2`, as opposed to the working c

The [https://github.com/jhgorse/gcc-arm-none-eabi\\_samples/blob/master/STM32F10x\\_StdPeriph\\_Lib\\_V3.5.0\Project\STM32F10x\\_StdPeriph\\_Examples\USART\Synchronous](https://github.com/jhgorse/gcc-arm-none-eabi_samples/blob/master/STM32F10x_StdPeriph_Lib_V3.5.0\Project\STM32F10x_StdPeriph_Examples\USART\Synchronous)

USARTy and SPIy can be USART1 and SPI1 or USART2 and SPI3, depending on the STMicroelectronics EVAL board

Despite this, I attempted to physically connect `USART2` Tx/Rx/Ck pins (PA2,PA3,PA4) to `SPI1`

Here is my code:

```
int main(void)
{
 SystemInit();
 Init_NVIC();
 /* System Clocks Configuration */
 RCC_Configuration();
 /* Configure the GPIO ports */
 GPIO_Configuration();
 SPI_Configuration();
 USART_Configuration();

 while(NbrOfDataToRead2-->0)
 {
 USART2_Send_Byte(TxBuffer1[TxCounter1++]);

 while(USART_GetFlagStatus(USART2, USART_FLAG_TC) == RESET)
 {
 }
 while(SPI_I2S_GetFlagStatus(SPI1, SPI_I2S_FLAG_RXNE) == RESET)
 {
 }
 }
}
```

24874273 <p>I am wondering if there are pre-processor directives in fortran that is similar to C's <code>#ifdef ... #endif</code>?

are there pre-processor directives in fortran like those in

<p>Hey there StackOverflow!</p>

<p>My question concerns errors being reporting within the program pasted (far) below. The target device is the <stror

<p>I have included all relevant paths, which is why I assume it gets this far in the compilation process. My level of kno

<p>Anyways, when I compile this code in MPLABX v1.95, I get this:</p>

<p><code>:0: error: undefined symbols:

    \_AckI2C(dist/pickit3/production\strobe.X.production.obj) \_ReadI2C(dist/pickit3/production\strobe.X.production.c

<p>I couldn't find anything relevant on Google, StackOverflow, or otherwise concerning this problem from my specific

<p><strong>So I guess, the question is, why am I getting this compiler error, and what is the mechanism behind it in th

<pre><code>/\*

\* File: i2c.h

\* Author: James

\*

\* Created on July 23, 2014, 9:02 PM

\*/

#ifndef I2C\_H

#define I2C\_H

#ifdef \_\_cplusplus

extern "C" {

#endif

#ifdef \_\_cplusplus

}

#endif

#include &lt;plib\pconfig.h>;

#include &lt;plib\i2c.h>;

#define SLAVE\_ADDRESS 0b11110000

void Connect();

void Disconnect();

void Read(unsigned char address, unsigned char \* data, unsigned char length);

void Write(unsigned char address, unsigned char \* data, unsigned char length);

<p>I'm trying to learn how to do threaded gl with Qt for the purpose of offloading a lot of QPainter draws in a separati

<p>On the nvidia open source nouveau driver on Kubuntu 14.04 machine, if many draws are made, the program seg fa

```
<pre><code>nouveau: kernel rejected pushbuf: Invalid argument
nouveau: ch0: krec 0 pushes 3 bufs 12 relocs 0
nouveau: ch0: buf 00000000 00000002 00000004 00000004 00000000<\br>
nouveau: ch0: buf 00000001 00000013 00000002 00000000 00000002
nouveau: ch0: buf 00000002 00000016 00000002 00000002 00000000
nouveau: ch0: buf 00000003 00000007 00000002 00000002 00000000
nouveau: ch0: buf 00000004 0000000a 00000002 00000002 00000000
nouveau: ch0: buf 00000005 0000000b 00000002 00000002 00000000
nouveau: ch0: buf 00000006 00000008 00000002 00000002 00000000
nouveau: ch0: buf 00000007 00000006 00000004 00000000 00000004
nouveau: ch0: buf 00000008 00000003 00000004 00000004 00000000
nouveau: ch0: buf 00000009 0000000e 00000002 00000002 00000000
nouveau: ch0: buf 0000000a 00000017 00000002 00000000 00000002
nouveau: ch0: buf 0000000b 00000018 00000002 00000000 00000002
Segmentation fault (core dumped)
</code></pre>
```

<p>test.pro</p>

```
<pre><code>QT += core gui widgets opengl
```

```
TARGET = test
TEMPLATE = app
```

```
SOURCES = main.cpp textThread.cpp
HEADERS = main.h textThread.h
</code></pre>
```

<p>main.h</p>

```
<pre><code>#include <QGLWidget>
#include <QGLFunctions>
#include <QGLShader>
#include <QTimer>
#include "textThread.h"
```

```
class glview : public QGLWidget, protected QGLFunctions
{
 Q_OBJECT
```



<p>I have the following definition in the header file dcm.h:</p>

```
<pre><code>typedef struct
{
 double alpha;
 double gamma;
 double tau;
} ThetaDCM;
</code></pre>
```

<p>I want to import it in cython, so I have:</p>

```
<pre><code>cdef extern from "dcm.h":

 ctypedef struct ThetaDCM:

 np.float64_t alpha
 np.float64_t gamma
 np.float64_t tau
</code></pre>
```

<p>Now I want to allocate memory to an array of ThetaDCM's. I have the following:</p>

```
<pre><code>cdef ThetaDCM *c_theta = <ThetaDCM *> malloc(nt * nb * sizeof(ThetaDCM))

free(c_theta)
</code></pre>
```

<p>This did not compile and reported the following error:</p>

```
<pre><code>error: 'ThetaDCM' undeclared (first use in this function)
__pyx_v_c_theta = ((ThetaDCM *)malloc((__pyx_v_nt * __pyx_v_nb) * (sizeof(ThetaDCM))));
</code></pre>
```

<p>There were other errors related to this one. If I define ThetaDCM outside the extern block, the code compiles with

<p><strong>Edit:</strong></p>

<p>The header of my file was a bit more complicated than what I posted. It was</p>

```
<pre><code># ifdef __CUDACC__
ifndef DDM_HEADER
define DDM_HEADER
```

I have two different deployment in my project! for those two deployment i am having different structure members

```
#ifndef SATHISH
typedef struct{
 int id;
 char name[10];
}data;
#else
typedef struct{
 struct student s1;
 double average;
}data;
#endif
</code></pre>
```

In this case when the `SATHISH` flag enabled first structure will be evaluated, if the flag is not defined

Is there any other best alternative way to do the same thing with out using preprocessor directives (like `#if`)

Any suggestion is appreciated!

25620281

Is there any other way to avoid conflicting types other than using preprocessor directives?

im using this [https://github.com/openjudge/sar](https://github.com/openjudge/sandbox)

```
<pre><code>int16_t abi32(int scno)
{
 assert((scno >= 0) && (scno < 1024));
#ifdef __x86_64__
 return (int16_t)(scno | (1 << 10));
#else /* __i386__ */
 return (int16_t)(scno);
#endif /* __x86_64__ */
}

...
const int16_t sc_safe[] =
{
 abi32(0), abi32(3), abi32(4), abi32(19), abi32(45), abi32(54),
 abi32(90), abi32(91), abi32(122), abi32(125), abi32(140), abi32(163),
 abi32(192), abi32(197), abi32(224), abi32(243), abi32(252),
#ifdef __x86_64__
 0, 1, 5, 8, 9, 10, 11, 12, 16, 25, 63, 158, 219, 231,
#endif /* __x86_64__ */
 -1, /* sentinel */
};
</code></pre>
```

...

The sc\_safe array is whitelist of syscalls and since they differ between os types, there is macros #ifdef **x86**.

25674476

32 and 64 bit linux system calls

I am working with the timer(TIM2) of stm32f103 to make a clock by set and reset an output pin(PA1) in the interrupt.

```
TIM_BaseInitStructure.TIM_Period=36;
TIM_BaseInitStructure.TIM_Prescaler = 0;

```

I just saw 478 KHz clock frequency for that output pin in logic Analyzer instead 1Mhz.  
and when I decreased the TIM\_Period, clock frequency didn't change and was about 500 KHz.  
what is the problem?

```
int main(void)
{
 GPIO_InitTypeDef GPIO_InitStructure;
 SystemInit();
 Init_NVIC();

 RCC_APB2PeriphClockCmd(RCC_APB2Periph_GPIOA | RCC_APB2Periph_GPIOB | RCC_APB2Periph_GPIOE | RCC_APB2Periph_ADC1 | RCC_APB2Periph_ADC2, ENABLE);

 /*PA1 CLK TIM2_CH2*/
 GPIO_InitStructure.GPIO_Pin = GPIO_Pin_1 ;
 GPIO_InitStructure.GPIO_Mode = GPIO_Mode_AF_PP;
 GPIO_InitStructure.GPIO_Speed = GPIO_Speed_50MHz;
 GPIO_Init(GPIOA ,&GPIO_InitStructure);

 /*PB0 CK*/
 GPIO_InitStructure.GPIO_Pin = GPIO_Pin_0 ;
 GPIO_InitStructure.GPIO_Mode = GPIO_Mode_Out_PP;
 GPIO_InitStructure.GPIO_Speed = GPIO_Speed_50MHz;
 GPIO_Init(GPIOB ,&GPIO_InitStructure);
 Init_TIMER();
 while(1)
 {

 }
}

void Init_NVIC(void)
{
 NVIC_InitTypeDef NVIC_InitStructure;

#ifdef VECT_TAB_RAM
 NVIC_SetVectorTable(NVIC_VectTab_RAM, 0x0);
#else
 NVIC_SetVectorTable(NVIC_VectTab_FLASH, 0x0);
#endif
}
```

<p>I have a unit with record definitions and some helper routines. </p>

<p>Because there are strings to share the first uses must look like:</p>

```
<pre><code>unit SharedStuff;
```

```
interface
```

```
uses
```

```
 ShareMem,....
```

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

<p>I want to only use the <code>ShareMem</code> if the unit is used in the context of a dll. </p>

<p>Is there a <code>{\$ifdef ...}</code> that allows me to see if the unit is used by a library or an executable?</p>

```
<pre><code>uses
```

```
{ $ifdef InLibrary} <<--?
```

```
ShareMem,
```

```
{ $else}
```

```
FastMM,
```

```
{ $ifend}
```

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

25854618

Is there a compiler define to see if a unit is used by a lib

<p>I tried to write a simple D Program and use it to access a simple C library but there is unknown error.</p>

<p>My c Code, Box.c  
#include "Box.h"</p>

```
<pre><code>int SayHello(int _int)
{
 _int ++;
 return _int;
}
</code></pre>
```

<p>My c header file, Box.h</p>

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

/* export interfaces */
#ifdef __cplusplus
extern "C" {
#endif

int SayHello(int _int);

#ifdef __cplusplus
}
#endif

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

<p>I compile it</p>

```
<pre><code>gcc -c Box.c Box.h
</code></pre>
```

<p>resulting files</p>

```
<pre><code>Box.o
Box.h.gch
</code></pre>
```

<p>I place them to my D Program's project directory</p>

<p>I got this crash report from Crashlytics </p>

```
<pre><code>UIKit _wrapRunLoopWithAutoreleasePoolHandler + 36
</code></pre>
```

<p>And it just happened only one time from total users of my app and I have never seen this crash before when it is in

<p>From searching ,it is related to too many "release" but my project is actually using ARCs and all of the 3rd party mc

```
<pre><code>- (void)dealloc {
 [self unregisterFromNotifications];
 [self unregisterFromKVO];
 #if !__has_feature(objc_arc)
 [color release];
 [indicator release];
 [label release];
 [detailsLabel release];
 [labelText release];
 [detailsLabelText release];
 [graceTimer release];
 [minShowTimer release];
 [showStarted release];
 [customView release];
 [labelFont release];
 [labelColor release];
 [detailsLabelFont release];
 [detailsLabelColor release];
 #if NS_BLOCKS_AVAILABLE
 [completionBlock release];
 #endif
 [super dealloc];
 #endif
}
</code></pre>
```

<p>Can I conclude that this crash is just randomly happened ? Because non of my code call "release" (my app still has ;

<p>Thanks in advance</p>

<p>I've added a bunch of "debug(x)" statements to my code using preprocessing macros in a header file. I've also imp

<p>Rather than re-posting the actual code (which is lengthy), I'm including an illustrative example (which does compile

<p>Here's our .h file. It consists of a macro for a function named "superman". The statement should print if and only

<p>test.h:</p>

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

#ifdef KRYPTONITE
#define superman(...)
#else
#define superman(xs) printf("%s\n\n",xs)
#endif

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

<p>As you can see in the cases below, adding a "#define KRYPTONITE 1" statement to the beginning of our .c file does

<p>What else do I need to do in order to toggle off the "superman" function via a "#define" statement in the .c file?</p>

<hr>

<p>Case 1: KRYPTONITE not defined in the .c file (it's commented out). As expected, the statement prints. (The .c file :

<p>test1.c:</p>

```
<pre><code>#include <stdio.h>
#include "test.h"
//#define KRYPTONITE

int main (int argc, char *argv[])
{
 printf("\nSuperman, are you here?\n\n");
 superman("I'm here");
 return 0;
}
</code></pre>
```

<p>Output:</p>



<p>I was trying to create a shorthand for the following code.</p>

```
<pre><code>#ifdef TEST_DEF
#define MY_TEST_DEF TEST_DEF
#else
#define MY_TEST_DEF 120
#endif
</code></pre>
```

<p>How do I write the above code as a single line macro </p>

```
<pre><code>SAFE_DEF(TEST_DEF,MY_TEST_DEF,120)
</code></pre>
```

26407608

Macro for a multi line C preprocessor directive

<p>I usually write my debugging code inside an <code>ifdef-endif</code> block. The block is turned on by a macro, w

```
<pre><code>#ifdef DRAW_DEBUG
//Do something
// Do something else
#endif
</code></pre>
```

<p>I want to highlight all such debug code blocks in Vim. It should be easy to do since such blocks are easy to identify.

26624020

Vim: How to highlight code inside #ifdef - #endif block?

<p>My code uses libcxx, sdl and some other libs all the time. How can I generate .pch taking into account every header

<p>UPDATE: if it matters i'm going to use it with Clang (not GCC) and to be more specific via Clang C API.

UPDATE2:</p>

<p>i've created pch for single header file:</p>

```
<pre><code>MBA-Anton:pch asmirnov$ clang++ -x c++-header header.h -emit-pch -o header.pch
```

```
MBA-Anton:pch asmirnov$ clang++ -include-pch header.pch source.cpp -o source -x c++
```

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

<p>but i was unable to generate pch for multiple files:</p>

```
<pre><code>MBA-Anton:pch asmirnov$ clang++ -x c++-header header.h header2.h -emit-pch -o headers.pch
```

```
clang: error: cannot specify -o when generating multiple output files
```

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

26729319

How to generate .pch for lots of headers?

<p>Found the cause, answer below. </p>

<hr>

<p>I just cloned a remote git repository. It has a workspace with 2 projects. The main and the Pods. </p>

<p>When I try to run my main project, I got an error </p>

<p>"Lexical or preprocessor Issue: '../Pods-Environment.h' file not found.</p>

<p>The UIKit is importing this file, </p>

```
<pre><code>//
// UIKit.h
// UIKit
//
// Created by Jeong YunWon on 13. 6. 11..
// Copyright (c) 2013 youknowone.org. All rights reserved.
//

/*!
 * #import <UIKit/UIKit.h>;
 * [UIKit pssatchIfNeeded]; // in main.m, before UIApplicationMain()
 */

#ifdef COCOAPODS
#include "../Pods-environment.h"
#else // no cocoapods, so enable everything
</code></pre>
```

<p>I tried to resynch, but nothing is different, any idea how to fix this?</p>

26782897

'../Pods-Environment.h' file not found

<p>I've been tried to make working a program, the compiler don't show me neither warnings nor errors, just shows m

<p>Struct person</p>

```
<pre><code>#ifndef PERSONSTRUCT_H
#define PERSONSTRUCT_H
#define TRUE 1
#define FALSE 0
#ifdef __cplusplus
extern "C" {
#endif

typedef struct {
 int edad;
 char nombre[100];
}persona;

persona *getNodePerson();
void setEdad(int, persona *);
void setNombre(char *, persona *);

#ifdef __cplusplus
}
#endif

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

<p>struct nodo</p>

```
<pre><code>#define TRUE 1
#define FALSE 0
#ifndef LISTASIMPLEMENLAZADA_H
#define LISTASIMPLEMENLAZADA_H
#include "PersonStruct.h"

#ifdef __cplusplus
extern "C" {
#endif
```

```
 struct nodo{
 struct nodo *siguiente;
 persona *person;
```

<p>Is there a way to replace a class name #import through a #define macro? I want it to be made in all my project and

<p>Something like... I have </p>

```
<pre><code>#import "ClassSomething.h"
</code></pre>
```

<p>in 5 classes. I want to replace it with an </p>

```
<pre><code>#import "ClassSomethingCustom.h"
</code></pre>
```

<p>but only </p>

```
<pre><code>#ifdef SomethingIsDefined
</code></pre>
```

27170165

Objective-c - Replace #import with #define

<p>i have written a simple s-function which calls a function inside a c code which models the single track model. i am u

<p>this is my s-function code</p>

```
<pre><code>#define S_FUNCTION_NAME single_track
#define S_FUNCTION_LEVEL 2
```

```
#include "simstruc.h"
```

```
#include "single_track_func.c"
```

```
#define MDL_START /* Change to #undef to remove function */
#ifdef MDL_START
```

```
static void mdlStart(SimStruct *S)
{
 initialization();
}
#endif
```

```
static void mdlInitializeSizes(SimStruct *S)
{
 ssSetNumSFcnParams(S, 0);
```

```
 if (ssGetNumSFcnParams(S) != ssGetSFcnParamsCount(S)) {
 return; /* Parameter mismatch will be reported by Simulink */
 }
```

```
 if (!ssSetNumInputPorts(S, 2)) return;
 ssSetInputPortWidth(S, 0, 1);
 ssSetInputPortDirectFeedThrough(S, 0, 1);
 ssSetInputPortWidth(S, 1, 1);
 ssSetInputPortDirectFeedThrough(S, 1, 1);
```

```
 if (!ssSetNumOutputPorts(S, 3)) return;
 ssSetOutputPortWidth(S, 0, 1);
```

<p>I am trying to make the native code from <a href="https://software.intel.com/sites/default/files/managed/79/e5/i

<p>I have also changed the code to use OpenGLS ES 3.0. </p>

<p>The program runs and successfully compiles the attached shader but when the program calls glLinkProgram with c

<p>Can someone help me how to debug this? </p>

```
<pre><code>//-----
// Copyright 2014 Intel Corporation
// All Rights Reserved
//
// Permission is granted to use, copy, distribute and prepare derivative works of this
// software for any purpose and without fee, provided, that the above copyright notice
// and this statement appear in all copies. Intel makes no representations about the
// suitability of this software for any purpose. THIS SOFTWARE IS PROVIDED "AS IS."
// INTEL SPECIFICALLY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, AND ALL LIABILITY,
// INCLUDING CONSEQUENTIAL AND OTHER INDIRECT DAMAGES, FOR THE USE OF THIS SOFTWARE,
// INCLUDING LIABILITY FOR INFRINGEMENT OF ANY PROPRIETARY RIGHTS, AND INCLUDING THE
// WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. Intel does not
// assume any responsibility for any errors which may appear in this software nor any
// responsibility to update it.
//-----
// Generated by ShaderGenerator.exe version 0.13
//-----

// Fog color in both shaders
// Skybox

const float TessellationHeight = 5500.0; // Height of a 1.0 in the height map (height map * TessellationHeight)

const int NumLights = 2;
const vec3 LightDirections[NumLights] = vec3[](vec3(-1.0, -1.0, -1.0),
 vec3(0.5, -1.0, 1.0));
const vec3 LightColors[NumLights] = vec3[](vec3(0.362, 0.526, 0.575),
 vec3(0.630, 0.914, 1.0));

// -----
layout (std140, row_major) uniform cbPerModelValues
{
 mat4 World;
 mat4 NormalMatrix;
 mat4 WorldViewProjection;
```

<p>Is there any way to check the arguments used to compile?</p>

<p>Like:</p>

```
<blockquote>
 <p>gcc -std=c99 -ggdb3 source.c -o sate-enak</p>
</blockquote>
```

<p>In <code>source.c</code>:</p>

```
<pre class="lang-c prettyprint-override"><code>...
#ifdef (-ggdb3 variable is defined)
 do_some_function();
#else
 do_another_function();
#endif
...
</code></pre>
```

<p>With using this method, I can find out if the program is compiled for production or product.</p>

27616789

Get built arguments in C

<p>I have a framework that uses two other frameworks, all of which I have made myself. </p>

<p>One of the used frameworks has a few classes with an #ifdef NEED\_THIS\_CLASS #endif around it with a #define NE

<p>The reason for this is that I use the framework for most of my apps, but if these classes are included, which are a p

<p>The problem is now that I want to use it in another framework where I need to use these classes, it doesn't seem t

<p>I can fix it by removing the #ifdef #endif around the classes, so it doesn't seem to be a problem with some referenc

<p>Anyone have experience with #ifdef #endif in frameworks inside frameworks who has a solution to my problem? A

27920632

#ifdef doesn't seem to work with my framework



I am looking into 32-bit userspace support in ARM64 linux kernels, and it looks like enabling CONFIG\_COMPAT wo

Can anyone chime in on whether enabling CONFIG\_COMPAT would DISABLE the running of 64-bit apps? I ask this f

The documentation doesn't state that both 64/32 bit apps can be run with the same kernel

I took a look at fs/compat\_binfmt\_elf.c

```
#ifdef COMPAT_SET_PERSONALITY
#undef SET_PERSONALITY
#define SET_PERSONALITY COMPAT_SET_PERSONALITY
#endif

```

This seems to force the thread personality to

```
set_thread_flag(TIF_32BIT)

```

When load\_elf\_binary() in kernel/linux-3.14/fs/binfmt\_elf.c is called, there is a call to SET\_PERSONALITY(loc->e

So ineffect, when CONFIG\_COMPAT is enabled, all userspace apps are force marked as 32-BIT?

Thanks

28334715

Mixing 64/32-bit userspace in arm64 linux ( using CONF

<p>Below is the snippet of Make file:  
Makefile1:</p>

```
<pre><code>bar = true
foo = bar
ifdef $(foo)
frobozz = yes
endif
all = ; @echo The value of frobozz is $(frobozz)
</code></pre>
```

<p>Makefile2:</p>

```
<pre><code>bar =
foo = $(bar)
ifdef foo
frobozz = yes
else
frobozz = no
endif

all = ; @echo The value of frobozz is $(frobozz)
</code></pre>
```

<p>In both the cases the output is the same <strong>"yes"</strong>.</p>

<p>So what I concluded is:</p>

- <li>In the first case the argument for ifdef is \$(foo) that ultimately becomes bar means the statement actually looks like

<p>First of all I want to know that am I interpreting correctly or I perceived wrong.</p>

<p>If I am getting it correctly then the value of bar in second case is empty so it should give <strong>no</strong> rather than yes.  
Please clarify ... Thanks .</p>

The full code is below, it just exit when it goes through the if condition.  
So I changed the condition, `argc != 1` and it worked until the `pathconf`.  
In function `pr_pathconf`, `path` is null.  
I don't know what is the problem. Please give me some help.

```
<pre class="lang-c prettyprint-override"><code>#include <stdlib.h>
#include <errno.h>
#include <stdio.h>
#include <unistd.h>
```

```
static void pr_sysconf(char *, int);
static void pr_pathconf(char *, char *, int);
```

```
int main(int argc, char *argv[])
{
 printf(" argc = %d\n", argc);
 if(argc != 2)
 {
 fprintf(stderr, "usage : a.out <dirname>\n");
 exit(1);
 }
 pr_sysconf("ARG_MAX =", _SC_ARG_MAX);
 pr_sysconf("CHILD_MAX =", _SC_CHILD_MAX);
 pr_sysconf("clock ticks/second =", _SC_CLK_TCK);
 pr_sysconf("NGROUPS_MAX =", _SC_NGROUPS_MAX);
 pr_sysconf("OPEN_MAX =", _SC_OPEN_MAX);
#ifdef _SC_STREAM_MAX
 pr_sysconf("STREAM_MAX =", _SC_STREAM_MAX);
#endif
#ifdef _SC_TZNAME_MAX
 pr_sysconf("TZNAME_MAX =", _SC_TZNAME_MAX);
#endif
 pr_sysconf("_POSIX_JOB_CONTROL =", _SC_JOB_CONTROL);
 pr_sysconf("_POSIX_SAVED_IDS =", _SC_SAVED_IDS);
 pr_sysconf("_POSIX_VERSION =", _SC_VERSION);

 pr_pathconf("MAX_CANON =", "/dev/tty", _PC_MAX_CANON);
 pr_pathconf("MAX_INPUT =", "/dev/tty", _PC_MAX_INPUT);
 pr_pathconf("_POSIX_VDISABLE =", "/dev/tty", _PC_VDISABLE);
 pr_pathconf("LINK_MAX =", argv[1], _PC_LINK_MAX);
 pr_pathconf("NAME_MAX =", argv[1], _PC_NAME_MAX);
 pr_pathconf("PATH_MAX =", argv[1], _PC_PATH_MAX);
 pr_pathconf("PIPE_BUF =", argv[1], _PC_PIPE_BUF);
```

<p>My first useful project with pic which was to make a smart home automation system with 2 lasers that are put at tl

<p>main.cpp:</p>

<pre><code>#include "define.h"

```
int main(){
 int counter = 0;
 TRISB = 255;
 OPTION_REG = 0b01111111;
 TRISC = 0;
 PORTC = 0;

 while(1){
 if(laser1 == 1 && laser2 == 0 && counter == 0){
 for(int x = 0; x <= 3000; x++){
 if(laser2 == 1){
 PORTCbits.RC0 = 1;
 counter++;
 x = 0;
 break;
 }
 __delay_ms(1);
 }

 }else if(laser1 == 1 && laser2 == 0 && counter >= 1){
 for(int y = 0; y <= 3000; y++){
 if(laser2 == 1){
 counter++;
 y = 0;
 break;
 }
 __delay_ms(1);
 }
 }else if(laser1 == 0 && laser2 == 1){
 for(int z = 0; z <= 3000; z++){
 if(laser1 == 1){
 counter--;
 z = 0;
 if(counter == 0){
 PORTCbits.RC0 = 0;
 }else{
 PORTCbits.RC0 = 1;
 }
 }
 }
 }
 }
}
```

I have stm32f401re nucleo board. I am looking at hal library given by stm. I wanted to check the external interrupt

```
<code>void HAL_GPIO_EXTI_Callback(uint16_t GPIO_Pin)</code></pre>
```

<p>Please correct me.</p>

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

```

* @file GPIO/GPIO_IOToggle/Src/main.c
* @author MCD Application Team
* @version V1.2.0
* @date 26-December-2014
* @brief This example describes how to configure and use GPIOs through
* the STM32F4xx HAL API.

* @attention
*
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```

<p>I'm trying to do a macro where if AAA and BBB does not exists. Something like this:</p>

```
<pre><code>#ifdef !AAA && !BBB
#endif
</code></pre>
```

<p>or this:</p>

```
<pre><code>#ifndef AAA || BBB
#endif
</code></pre>
```

<p>However, Xcode is throwing me errors, so I've tried

```
<code>#ifdef !(defined AAA) && !(defined BBB)</code>
```

or some other such combinations and it seems like Xcode doesn't seems to understand defined. I'm getting "Macro na

<p>Any idea how I could workaround this problem?</p>

29465283

ObjC macro ifdef and defined

<p>I have to create a static-linking standalone .exe file from my .cpp and .h files. </p>

<p>The only obstacle I need to overcome is being able to call the same function <code>m\_pListAll()</code>from two .

<p>The only problem is (for unknown reasons) I cannot <code>#include</code> the header file that defines m\_peDO(

```
<pre><code> //linking.h

 // This is an extra header file for dynamic linking of the LabJackUD driver.
 // support@labjack.com

 #ifdef __cplusplus
 extern "C"
 {
 #endif

 //For dynamic linking, we first define structures that have the same format
 //as the desired function prototype.
 typedef LJ_ERROR (CALLBACK *tListAll) (long, long, long *, long *, long *, double *);

 //Define a variable to hold a handle to the loaded DLL.
 HINSTANCE hDLLInstance;

 //Define variables for the UD functions.
 tListAll m_pListAll;

 #ifdef __cplusplus
 } // extern C
 #endif
</code></pre>
```

<p>There are more functions, but lets just pretend I want to use tListAll m\_pListAll in main.cpp and window.cpp. My Q

```
<pre><code>main.cpp //main code
window.h //header defining a class used in main
window.cpp //cpp thing defining that class's methods
peripheral.h //header file to control my peripheral device
peripheral.lib //library file to control my peripheral device (VC6 only not minGW?!)
linking.h //thing that solves(?) the minGW/VC6 library incompatibility (read on)
```

Scenario 1) #include &lt;linking.h> in **\*\*only\*\*** main.cpp

Outcome: m\_pListAll() only in scope of main.cpp, out of scope for window.cpp

Often I have to program microcontrollers in C, because C++ compilers are often not available, or can not make extra space for variables.

I found only threads, like this, <http://stackoverflow.com/questions/10266559/elegant-way-to-emulate-the-void-bind-library>

So, I resorted to experimentation with gcc, and C99, because in general gcc 3.2 or above is available for most platforms.

eg: GCC allows the optimizing out of const structures, and arrays, when their members are only accessed as constants.

With this system, I can now do variadic macro method calls, like: `M( a , init, "with", "any", "parameters", 7 )` which does what you want.

See code examples below, and try them out -- it's simpler than the explanation: Use `gcc -E` to see the macro expansion.

The code is cut and paste-able into a text editor, with filename on first line, and it does compile and run on normal gcc.

Although I did succeed in getting rid of individual pointers in every struct to "point back to" a class's list of methods, I still have to use pointers in the macro definitions.

So: I was wondering if anyone knew of a way to improve my solution by making some kind of an `initialized` macro.

There's two other improvements I'd like help with if anyone can think of a simple solution; The `cpp` (c-pre-processor) doesn't like `void` in macro definitions.

And secondly, when I try to use anonymous structs for newer versions of GCC, so I might get rid of an extra 'm' requirement.

Below is the example of how I tested and implemented an include file, `voidbind.h`, which builds a list of classes and methods.

Ultimately, the system allows me to program like this example; which I compiled with gcc 4.0 to 4.9 with no problems.

```
//classtest.c
#ifndef MACROCHECK // Don't macro expand stdio.h, it's ugly...
#include <stdio.h> // to see macros, do gcc -D MACROCHECK -E classtest.c
#endif
#include "class1.h" // include example class, library.

#define _VOID_FINALIZE
#include "voidbind.h" // Make class list finalized, no more classes allowed

void main(void) {
 class1_ct a; // types ending in _ct are the macro created class types
 class2_ct b;

 M(a , init); // Call method of variable, a, and the function init.
 printf("a=%s %s\n",a.m.name, M(b, tryme, "echo is this"));
 // I'd love to be rid of .m. in the previous line using anonymous struct
}
```



<p>I have problem and hope, that you could help me.

I try to make CAN-communication between two dsPIC30F4011. It also works. Now I have to make the Identifier. I have I made a new header-file</p>

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

#ifdef __cplusplus
extern "C" {
#endif

#ifdef __cplusplus
}
#endif

#endif /* IDENTIFIER_H */

#include <pic30F4011.h>;
#include "system.h"
#include <pic30fxxx.h>;

typedef struct tagCXTXxSIDBITS{
 unsigned : 11;
 unsigned PRIO4_0 : 5;
}CXTXxPRIOBITS;

extern volatile unsigned int C1TX0PRIO __attribute__((__sfr__));
extern volatile CXTXxPRIOBITS C1TX0PRIObits __attribute__((__sfr__));
extern volatile unsigned int C1TX1PRIO __attribute__((__sfr__));
extern volatile CXTXxPRIOBITS C1TX1PRIObits __attribute__((__sfr__));
extern volatile unsigned int C1TX2PRIO __attribute__((__sfr__));
extern volatile CXTXxPRIOBITS C1TX2PRIObits __attribute__((__sfr__));
</code></pre>
```

<p>In the Code I want to write</p>

```
<pre><code>...
```

<p>How can i change change the name of project executable in c++?</p>

<p>I know that i can do it in Project Properties under "Configuration Properties",  
but i want to do it in my code, for example using conditions </p>

```
<pre><code>#ifdef *something define*
 //Project name be A.exe
#else
 //Project name be B.exe
#endif
</code></pre>
```

30182018

How change project name with conditions in c++

<p>I have a Wix project that uses compilation constants and <code>&lt;?ifdef ?&gt;</code> for different build configu

<p>I've tried <code>&lt;?ifdef A Or B ?&gt;</code> which doesn't seem to work, though I also do not seem to get any

30312874

WiX preprocessor <?ifdef ?> with multiple variables and

<p>Consider a project of hundred of C files that can be built in different configurations. </p>

<p>A configuration can be distinguished with an additionnal <code>-D</code> sent to the compiler <em>i.e.</em> <c

```
<pre><code>make clean all
</code></pre>
```

<p>Otherwise <code>make</code> won't rebuild the project because none of the dependencies have changed. </p>

<p>The trivial solution to avoid cleaning the project manually would be to use a text file named <code>configuration</code>

```
<pre><code>%o:%c $(CONFIGURATION)
$(cc) -c $< -o $@ -D$(shell cat $(CONFIGURATION))
</code></pre>
```

<p>Unfortunately this will still require to rebuild the whole project everytime the configuration change. </p>

<p>I feel this solution can be optimized if I am able to tell make to only rebuild the files that depend on the declaration

<p>This could save a lot of time especially when the number of different hardwares is large. In my specific case I am ta

<p>My initial thoughts regarding this question was to use a script <code>getdependencies</code> that will check all tl

<p>So in the <code>Makefile</code> I will find:</p>

```
<pre><code>-import configurations.d
configurations.d: configuration
getdependencies --configuration=$< $(SRCS)
</code></pre>
```

<p>I made some research on this to see if a similar solution already exist because I don't want to reinvent the wheel. L

<p>Any idea?</p>

<p>Hello i'm trying to use condition statements in my makefile to have it execute different make targets, but it skips o

<p>He's a general example of what i'm trying to do </p>

```
<pre><code>ifdef $(RUN_TEST))
all: install run uninstall
else
all: install uninstall
endif
</code></pre>
```

30465466

Using Condition statements with Makefile targets

<p>I want to trace my code if <code>DEBUG</code> is defined, as in the following <code>#ifdef</code> code block:</p>

```
<pre><code>#ifdef DEBUG
 OP_LOG(debug) << "SEQUENCE: " __FILE__ << ":@" << __FUNCTION__;
#endif
</code></pre>
```

<p>Someone said I could use a <code>#define</code> so that the above three lines would only be one line instead. Th

```
<pre><code>#define DEBUG_TRACE(note) OP_LOG(debug) << "SEQUENCE : " << __FILE__ << ":@" << __FUNCTION__
</code></pre>
```

<p>I don't know how to make a conditional <code>#define</code>. Is this possible, and if so, how to do it?</p>

30470528

C++ on Linux - How do I #define a #ifdef / #endif debug

<p>While I am running this md5 code, it is taking maximum 64 characters length of input at run time. Whenever I am g

<blockquote>

<p><code>Inconsistency detected by ld.so: dl-fini.c: 205: \_dl\_fini: Assertion ns != 0 || i == nloaded failed!</code></p>

</blockquote>

<p>I need to hash nearly 10kb of input (only string). Do I need to change anything in the header file? Can anyone tell n

<p><strong>md5.h</strong> </p>

<pre><code>#ifndef HEADER\_MD5\_H

#define HEADER\_MD5\_H

#include &lt;openssl/e\_os2.h&gt;

#include &lt;stddef.h&gt;

#ifdef \_\_cplusplus

extern "C" {

#endif

#ifdef OPENSSL\_NO\_MD5

#error MD5 is disabled.

#endif

/\*

\* !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

\* ! MD5\_LONG has to be at least 32 bits wide. If it's wider, then !

\* ! MD5\_LONG\_LOG2 has to be defined along. !

\* !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

\*/

#if defined(\_\_LP64\_\_)

#define MD5\_LONG unsigned long

#elif defined(OPENSSL\_SYS\_CRAY) || defined(\_\_ILP64\_\_)

#define MD5\_LONG unsigned long

#define MD5\_LONG\_LOG2 3

/\*

\* \_CRAY note. I could declare short, but I have no idea what impact

\* does it have on performance on none-T3E machines. I could declare

\* int, but at least on C90 sizeof(int) can be chosen at compile time.

\* So I've chosen long...

\* &lt;appro@fy.chalmers.se&gt;

\*/

<p>Is it possible to disable chunks of code with c/c++ preprocessor depending on some definition, without instrument

```
<pre><code> // if ENABLE_TEST_SONAR is not defined, test code will be eliminated by preprocessor
TEST_BEGIN(SONAR)
 uint8_t sonar_range = get_sonar_measurement(i);
 TEST_ASSERT(sonar_range < 300)
 TEST_ASSERT(sonar_range > 100)
TEST_END
</code></pre>
```

<p>Functionally equivalent to something as follows:</p>

```
<pre><code>#ifdef TEST_SONAR
 serial_print("test_case sonar:\r\n");
 uint8_t sonar_range = get_sonar_measurement(i);
 serial_print(" test sonar_range < 300:%d\r\n", sonar_range < 300);
 serial_print(" test sonar_range > 100:%d\r\n", sonar_range > 100);
#endif TEST_SONAR
</code></pre>
```

31192189

Disable multiline statements with c/c++ macro

<p>I've googled that Scala uses "@elidable" as a kind of macro in C++.<br>  
Does ChiselHDL also support something like this for debugging?<br>  
Or, any other alternatives?</p>

<p>in scala contexts,</p>

```
<pre class="lang-scala prettyprint-override"><code>@elidable(WARNING) def debug(signal: Wire) = when(signal){ prir
debug(miss) // At every rising edge of clock, print whether there's cache miss or not.
</code></pre>
```

<p>Suppose Chisel has the preprocessor and #ifdef statement  
</p>

```
<pre><code>#define DEBUG
#ifdef DEBUG
 when(is_cache_miss){ printf("Cache miss!") }
#endif
</code></pre>
```

31580871

Does ChiselHDL supports something like #ifdef (macro)?

I think this is part of the problem at <http://stackoverflow.com/q/31655462>>No type named 'unique\_ptr'

<blockquote>

If you're writing cross-platform code, sometimes you need to know what standard library you are using. In theory, they should all offer equivalent functionality, but that's just theory. Sometimes you just need to know. The best way to check for libc++ is to look for the preprocessor symbol `_LIBCPP_VERSION`. If that's defined, then you're using libc++.</p>

```
<pre><code>#ifdef _LIBCPP_VERSION
// libc++ specific code here
#else
// generic code here
#endif
</code></pre>
</blockquote>
```

Unfortunately, that breaks down with Apple's Clang (3.4-SVN) and the Clang (3.6) I built from sources after downlo

How can I reliably detect `<code>-stdlib=libc++</code>` in the preprocessor?</p>

<hr>

Here is the test case:</p>

```
<pre class="lang-c++ prettyprint-override"><code>$ cat test-clapple.cxx
```

```
// Need to test {C++03,C++11} x {libc++, no libc++}

// c++ -c test-clapple.cxx
// - OK
// c++ -stdlib=libc++ -c test-clapple.cxx
// - OK
// c++ -std=c++11 -c test-clapple.cxx
// - FAILS, no type named 'unique_ptr' in namespace 'std'
// c++ -std=c++11 -stdlib=libc++ -c test-clapple.cxx
// - OK
```

```
#include <ciso646>
```

```
#if (__cplusplus >= 201103L) || (_MSC_VER >= 1600)
pragma message "C++11"
```



<p>I have type:</p>

```
<pre><code>typedef struct
{
 int x;
 int y;
 int z;
} sdf_test_t;
</code></pre>
```

<p>But when I try to compile the following:</p>

```
<pre><code>offset = offsetof(sdf_test_t, z);
</code></pre>
```

<p>Visual Studio responds with:</p>

```
<pre><code>c:\dataflash.c(542) : error C2143: syntax error : missing ')' before 'type'
c:\dataflash.c(542) : error C2059: syntax error : ')'
</code></pre>
```

<p>What is wrong here?</p>

<p>I am using:</p>

```
<pre><code>Microsoft Visual Studio 2008 x86
Microsoft (R) Visual Studio Version 9.0.21022.8.
</code></pre>
```

<p>The <code>offsetof</code> macro is defined in <code>&lt;stddef.h&gt;</code> as follows:</p>

```
<pre><code>/* Define offsetof macro */
#ifdef __cplusplus

#ifdef _WIN64
#define offsetof(s,m) (size_t)((ptrdiff_t)&reinterpret_cast<const volatile char&>((((s *)0)->m)))
#else
#define offsetof(s,m) (size_t)&reinterpret_cast<const volatile char&>((((s *)0)->m))
#endif

#else

#ifdef _WIN64
```

<p>When I was checking some import statement I found some import statement is in the pattern like this:</p>

```
<pre><code>#ifdef A

#ifdef B
//SOME SETTINGS 1 (some include,define,ifdef...)
#else
//SOME SETTINGS 2 (some include,define,ifdef...)
#endif

#else

#endif B
//SOME SETTINGS 1 (some include,define,ifdef...)
#else
//SOME SETTINGS 2 (some include,define,ifdef...)
#endif

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

<p>which the macro of A is just inverse the macro of B,but "//SOME SETTINGS 1" and "//SOME SETTINGS 2" need to a

```
<pre><code>#ifdef A
#ifdef B
#else
#endif B
#endif

//SOME SETTINGS 1 (some include,define,ifdef...)

#else

//SOME SETTINGS 2 (some include,define,ifdef...)

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

<p>but it failed to compile, is there any syntax to simulate this case that "//SOME SETTINGS 1" and "//SOME SETTINGS

<p>Is it possible to show current #ifdef blocks in Emacs (eg in mode-line)?</p>

<p>For example:</p>

```
<pre><code>#ifdef A
... | #cursor position num. 1
#ifdef !B & C
...
#else /* !B & C */
foo(); | #cursor position num. 2
#endif /* !B & C */
#endif /* A */
</code></pre>
```

<p>It should show "A" in mode line, if i put cursor in position 1  
and show "A & !(!B \$ C)" in position 2.

I am already using hide-if-def mode. But sometimes i need to work with all #ifdef blocks.</p>

31892863

Emacs. Show current #ifdef blocks

<p>I have an C-Mex S-function that implements a Tutsin - Eulor PECE algorithm.</p>

<p>The function is worky perfectly fine, if only one block is present in the model. If I put several instances of the block,

<p>I think that the difference instances of the function share the same memory, and this mess with my states vectors.

<p>Any lead about this would be appreciated.</p>

<p>The code can be found here:</p>

<p><a href="https://www.dropbox.com/s/d5nfdnio6qqrizq/te\_pece.c?dl=0" rel="nofollow">https://www.dropbox.co

<p>Or under:</p>

```
<pre><code>/* File : toto.c
 * Abstract:
 *
 * Implements a Tutsin-Euler PECE algorithm.
 *
 * This block implements a time transfer function discretisation
 * using Tutsin as a predictor and Euler as a corrector.
 *
 * This block is capable of receiving multiple inputs at once (bus / vector)
 * and will treat them as separate signals to be processed by the same TF.
 *
 * Use in real time, fixed step, environment.
 *
 */
```

```
#define S_FUNCTION_NAME toto
```

```
#define S_FUNCTION_LEVEL 2
```

```
#include "simstruc.h"
```

```
#include "matrix.h"
```

```
#include "mex.h"
```

```
#define NUMERATOR_IDX 0
```

```
#define NUMERATOR_PARAM(S) ssGetSFcnParam(S,NUMERATOR_IDX)
```

```
#define DENOMINATOR_IDX 1
```

```
#define DENOMINATOR_PARAM(S) ssGetSFcnParam(S,DENOMINATOR_IDX)
```

<p>Is there a good way to make a grammar nonterminal which is parsed differently, depending on results of some boc

<p>In my use-case, I have a grammar which among other things includes CPP-style #define directives, and #ifdef #else

<p>When I try to implement the #ifdef #else directives I'm not sure what I should do. The only way that I can think of t

<p>If possible I would like to be able to keep track of the original line numbers (before ifdefs are resolved).</p>

<p>I hope the question is clear, if it's not I can cook up a minimal example to show what I'm trying to do but my actual

<p>Edit: Okay, I cooked up an SSCCE:</p>

<p>So here is a program that parses a very simple grammar of pairs, and has some minimal preprocessor language wh

<p>Note that I think it's different from your first suggestion, just make a skip grammar. The thing is that I don't know h

```
<pre><code>#define BOOST_SPIRIT_USE_PHOENIX_V3
```

```
#include <boost/config/warning_disable.hpp>
#include <boost/spirit/include/qi.hpp>
#include <boost/spirit/include/phoenix_core.hpp>
#include <boost/spirit/include/phoenix_object.hpp>
#include <boost/spirit/include/phoenix_operator.hpp>
#include <boost/spirit/include/phoenix_fusion.hpp>
#include <boost/spirit/include/phoenix_stl.hpp>
#include <boost/fusion/adapted/struct/adapt_struct.hpp>
#include <boost/fusion/include/adapt_struct.hpp>
#include <boost/fusion/include/std_pair.hpp>
#include <boost/variant/recursive_variant.hpp>
```

```
#include <cassert>
#include <cmath>
#include <memory>
#include <string>
#include <utility>
#include <vector>
```

```
namespace fusion = boost::fusion;
namespace phoenix = boost::phoenix;
namespace qi = boost::spirit::qi;
namespace ascii = boost::spirit::ascii;
```

```
typedef std::string np_sym;
```

<p>To trace how much memory various parts of my code allocates, I found this objective-C code ([```
<pre class="lang-c prettyprint-override"><code>void report\_memory\(void\)
{
    struct mach\_task\_basic\_info info;
    mach\_msg\_type\_number\_t size = MACH\_TASK\_BASIC\_INFO\_COUNT;
    kern\_return\_t kerr = task\_info\(mach\_task\_self\(\),
        MACH\_TASK\_BASIC\_INFO,
        \(task\_info\_t\)&info,
        &size\);
    if\( kerr == KERN\_SUCCESS \) {
        NSLog\(@"Memory in use \(in bytes\): %u", info.resident\_size\);
    }
}
</code></pre>
```](http://stac</a></p></div><div data-bbox=)

<p>This code simply reads the current amount of memory used by the program and logs it. I will use it to detect how r

<p>It includes <code>Mach.h</code>, and there is a <code>Macapi.Mach.pas</code> unit in Delphi, but it does not in

<p>(The NSLog function log is implemented already: <code>iOSApi.Foundation.NSLog((StrToNSStr(aMessage) as ILocal

<p>How should this code be converted to Delphi XE8?

(I might be able to convert the definitions my self, but where do I find the headers?)</p>

<p>PS. I know this is a primitive way of tracing memory, but I have not found any better solution. The <code>Xcode In:

<h2>Update</h2>

<p>Here is my translation and implementation of the function. It works with the iOS simulator and when targeting a 3.

```
<pre class="lang-pascal prettyprint-override"><code>unit uMachExt;
```

interface

uses Macapi.Mach, Posix.Base;

type

integer_t = Integer;

natural_t = NativeInt;

mach_vm_size_t = UInt64;

//typedef int policy_t

policy_t = Integer;

<p>The IDE I use is 'Keil μVision5'.</p>

<p>I own a STM32F429ZIT-Discovery Board (it has a LCD display on board), to which I connected a <a href="https://lea

Vin (Sensor) -> 5V (Discovery Board)

GND (Sensor) -> GND (Discovery Board)

SDA (Sensor) -> PB7 (Discovery Board)

SCL (Sensor) -> PB6 (Discovery Board)

<p>I downloaded the BNO055_driver, which contains the file '<a href="https://github.com/BoschSensortec/BNO055_

<p>I find this very confusing. I don't know exactly which lines of code I need to include in my project. I tried it, and I also included some lines that should be relevant for I²C. </p>

<p>I must say I am very inexperienced in programming and microcontrollers in general, clearly. And it's just like a bunc

<p>The mess I've got so far:</p>

```
<pre><code>#include "stm32f4xx.h"
#include "system_stm32f4xx.h"
#include "stm32f4xx_i2c.h"
#include "stm32f4xx_gpio.h"
#include &lt;stdint.h>
#include "bno055.h"
#include "stm32f4xx_rcc.h"
```

```
#define SLAVE_ADDRESS 0x29          // BNO055 Slave Address
```

```
void init_I2C1(void){
```

```
    GPIO_InitTypeDef GPIO_InitStructure;
    I2C_InitTypeDef I2C_InitStructure;
```

```
    // enable APB1 peripheral clock for I2C1
```

```
    RCC_APB1PeriphClockCmd(RCC_APB1Periph_I2C1, ENABLE);
```

```
    // enable clock for SCL and SDA pins
```

```
    RCC_AHB1PeriphClockCmd(RCC_AHB1Periph_GPIOB, ENABLE);
```

```
    /* setup SCL and SDA pins
```

In our project we want to use the GPU of a Freescale iMX6Q ARM processor to render an image and then write over it. The sequence is as follows:

- Initialize OpenGL
- For each frame of the video stream:
 - Render Image with OpenGL ES to a texture using a Framebuffer and a Renderbuffer
 - Read Image pixels using `glReadPixels()`
 - Copy the Image data to the video frame
 - Push frame to the video stream

We use Yocto 1.8 as the build-system, and the source code below of the init sequence works on our nitrogen6X-lite.

```
DISTRO_FEATURES_remove = " x11 wayland"
DISTRO_FEATURES_append = " directfb"

```

in our `conf/local.conf` file.

How should we use the GPU of the iMX processor in an embedded Linux settings to render offscreen,

Current user-space implementation of the OpenGL init sequence:

```
EGLDisplay display;
EGLSurface surface;
#ifdef USE_PBUFFER
    display = eglGetDisplay(EGL_DEFAULT_DISPLAY);
#else
    int fbnum = 0; // fbnum is an integer for /dev/fb0 fbnum = 0
    EGLNativeDisplayType native_display = fbGetDisplayByIndex(fbnum);
    EGLNativeWindowType native_window = fbCreateWindow(native_display, 0, 0, 0, 0);
    display = eglGetDisplay(native_display);
#endif
if (display == EGL_NO_DISPLAY) {
    g_print("Unable to open connection to Window system: 0x%x\n",eglGetError());
    return 0; // &lt;-- Point of failure, both with and without USE_PBUFFER set
}
//
```


<p>Using g++ version 4.8.4 I get an error:</p>

<p>error: invalid conversion from ‘const SSL_METHOD* (()) {aka const ssl_method_st (())}’ to ‘Methc

<p>I can compile with -fpermissive, but what is a fix? I've seen solutions for this type of error, but none for when the r

<p>A snippet from ssl.h (C header):</p>

```
<pre><code>#ifdef __cplusplus
extern "C" {
#endif

typedef struct ssl_method_st {
    int version;
    int (*ssl_new) (int *s);
    void (*ssl_clear) (int *s);
} SSL_METHOD;

const SSL_METHOD *TLSv1_method(void);

#ifdef __cplusplus
}
#endif
</code></pre>
```

<p>C++ header:</p>

```
<pre><code>#include <ssl.h>

extern "C" {
    typedef SSL_METHOD* (*MethodFuncPtr)(void);
}

class Method
{
public:
    Method(SSL_METHOD *method);

    static const MethodFuncPtr TLSv1;

private:
    SSL_METHOD *m_method;
};
</code></pre>
```

<p>I would like to add to a build list the packages I want to build if it is not installed yet.</p>

<p>The goal is to install some Python packages without pip and from local sources. I don't have access to pip...</p>

<p>So I wrote a Makefile that looks like: </p>

```
<pre><code>all: natsort foo bar foobar ...
```

```
natsort: natsort-4.0.4.tar.gz
    tar xvfz $&lt;
    cd $(patsubst %.tar.gz,%, $&lt;) &amp;& python setup.py install
    rm -rf $(patsubst %.tar.gz,%, $&lt;)
    python -c 'import natsort'
    echo -e "Installation of $&lt; [done]\n" &gt;&gt; install.log
</code></pre>
```

<p>The problem with this implementation is that all the packages will be rebuilt and reinstalled each time I run the Makefile.

```
<pre><code>ifdef $(shell python -c 'import natsort')
all: natsort
endif
</code></pre>
```

<p>How can I rewrite this to make it work?</p>

33630829

Build on shell condition with Make

<p>So i'm working on linux and my question is how make a program accept arguments in execution like this one: </p>

<p>./program am i</p>

<p>Also both functions work the same way at the moment, because i'm struggling with getting only this line:
(expected result of show_info_who_am_i)</p>

<p>Kamil pts/0 2015-11-12 10:14 (:0)</p>

<p>instead of both of them:
(result of show_info_who)</p>

<p>Kamil tty2 2015-11-12 10:13 (:0)</p>

<p>Kamil pts/0 2015-11-12 10:14 (:0)</p>

```
<pre><code>#include <stdio.h>;
#include <utmp.h>;
#include <fcntl.h>;
#include <unistd.h>;
#include <stdlib.h>;
#include <time.h>;
#include <sys/types.h>;

#define SHOWHOST /* include remote machine on output */

show_info_who( struct utmp *utbufp )
{
    if(utbufp->ut_type > 4){
        time_t czas = utbufp->ut_time;
        char buf[80];
        struct tm* timeinfo = localtime(&czas);

        printf("%-8.8s", utbufp->ut_name); /* the logname */
        printf(" "); /* a space */
        printf("%-8.8s", utbufp->ut_line); /* the tty */
        printf(" "); /* a space */
        strftime(buf, 80, "%F %R", timeinfo);
        printf("%s", buf);
        printf(" "); /* a space */

#ifdef SHOWHOST
```

<p>So i have to make a program that execution results are similar to those after using command who and who am i in

<p>The main issue is that i have to have them both in one file, and it just not work. When put together only that do so

<p>Second issue is that i have no clue how to make part ./program am i work properly it should return me only me: Us

```
<pre><code>#include <stdio.h>
#include <utmp.h>
#include <fcntl.h>
#include <unistd.h>
#include <stdlib.h>
#include <time.h>
#include <string.h>
#include <sys/types.h>

#define SHOWHOST

void show_info_who( struct utmp *utbufp )
{
    if(utbufp->ut_type > 4){
        time_t czas = utbufp->ut_time;
        char buf[80];
        struct tm* timeinfo = localtime(&czas);

        printf("%-8.8s", utbufp->ut_name);
        printf(" ");
        printf("%-8.8s", utbufp->ut_line);
        printf(" ");
        strftime(buf, 80, "%F %R" , timeinfo);
        printf("%s", buf);
        printf(" ");

        #ifdef SHOWHOST
            printf("(%s)", utbufp->ut_host);
        #endif
        printf("\n");
    }
}
```

```
int main(int argc, char *argv[])
{
```

<p>I am trying to re-create some C++ sample API usage code in C#.

It's looking like I might need to create a C++/CLI wrapper to make the API functions accessible to the managed world, l

<p>This is what the C++ API usage looks like:</p>

```
<pre class="lang-cpp prettyprint-override"><code>//
// .h file
//
typedef struct _DATA_API_FUNC_TAB {
    short  (*api_init)();
    // ... lots of other methods ...

} DATA_API_FUNC_TAB

extern "C" typedef short (* MAPIINIT)(short);
// ... lots of other methods ...

#undef EXTERN
#ifdef _MAIN
#define EXTERN
#else
#define EXTERN extern
#endif

EXTERN MAPIINIT ncm_api_init;
// ... lots of other methods ...

public:
    UCHAR SomeVariable;
    void SomeMethod( arguments );

//
// .cpp file
//
/// Constructor
CWidgetDataApi::CWidgetDataApi()
{
    SomeVariable = 0;

    m_hInstHdl = ::LoadLibrary(_T(".\\NATIVEAPI.dll"));
    if( NULL != m_hInstHdl )
```

<p>As per my understanding array of strings can be initialized as shown below or using two dimensional array. Please

```
<pre><code>char *states[] = { "California", "Oregon", "Washington", "Texas" };
</code></pre>
```

<p>I have observed in U-boot source that environment variables are stored in one dimensional array as shown <a href

```
<pre><code>uchar default_environment[] = {
#ifdef CONFIG_BOOTARGS
    "bootargs=" CONFIG_BOOTARGS "\0"
#endif
#ifdef CONFIG_BOOTCOMMAND
    "bootcmd=" CONFIG_BOOTCOMMAND "\0"
#endif
...
    "\0"
};
</code></pre>
```

<p>Can you help me understand this?</p>

34086390

unsure about initializing one dimensional char array wit

```

<pre><code>#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>
#include "Book.h"

int main(int argc, char** argv) {

    Book * dummy = newBook("dummy", "dummy", 00000);

    printf("%s %s %ld", dummy->title, dummy->author, dummy->ISBN);

    dummy->next = NULL;

    Book* newishBook = newBook("Foo", "Chris", 1234);
    insertToList(newishBook, dummy);

    Book* another = newBook("Bar", "Jim", 23344);
    insertToList(another, dummy);

    Book* yet = newBook("Derp", "Bob", 999);
    insertToList(yet, dummy);

    displayList(dummy);

    searchISBN(999);

    return (EXIT_SUCCESS);
}

Book* newBook(char* newTitle, char* newAuthor, long newISBN) {
    Book* new_book = malloc(sizeof(Book));

    strcpy(new_book->title, newTitle);
    strcpy(new_book->author, newAuthor);
    new_book->ISBN = newISBN;
    return new_book;
}

```

<p>Our current project includes FreeRTOS, and I added --use_frame_pointer to Keil uVision's ARMGCC compiler option. The hard fault handler shows that faultStackAddress is 0x40FFFFDC, which points to a reserved area. Does anyone has

```
<pre><code>#if defined(__CC_ARM)
__asm void HardFault_Handler(void)
{
    TST lr, #4
    ITE EQ
    MRSEQ r0, MSP
    MRSNE r0, PSP
    B __cpp(Hard_Fault_Handler)
}
#else
void HardFault_Handler(void)
{
    __asm("TST lr, #4");
    __asm("ITE EQ");
    __asm("MRSEQ r0, MSP");
    __asm("MRSNE r0, PSP");
    __asm("B Hard_Fault_Handler");
}
#endif

void Hard_Fault_Handler(uint32_t *faultStackAddress)
{

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

<p>I stepped into each line of code, and the crash happened in below function in FreeRTOS's port.c after I called vTaskDelete(NULL).

```
<pre><code>void vPortYieldFromISR( void )
{
    /* Set a PendSV to request a context switch. */
    portNVIC_INT_CTRL_REG = portNVIC_PENDSVSET_BIT;
}
</code></pre>
```

<p>But seems like this is not the root cause, because when I deleted vTaskDelete(NULL), crash still happened.</p>

<p>[update on Jan 8] sample code</p>

```
<pre><code>#include "FreeRTOSConfig.h"
```


<p>I'm having hard time working around one warning issued by VS2013.
What I have is a piece of code used for passing text to int var:</p>

```
<pre><code>#define WRITE(txt) { foo-&gt;bar.func = func_xyz; foo-&gt;bar.xyz.var = (((uint64_t) (uintptr_t) (txt)) &am</code></pre>
```

<p>Which causes the compiler to return </p>

```
<pre><code>warning C4244: '=' : conversion from 'uintptr_t' to 'uint32_t', possible loss of data.</code></pre>
```

<p>Now unfortunately I can't possibly change var type to anything else than uint32_t and unfortunately I fall victim to

```
<pre><code>#ifdef _WIN64
    typedef unsigned __int64  uintptr_t;
</code></pre>
```

<p>Is there any way to get around this warning and do it the right way? I'm 100% sure that this is fully working (simply

34337679

Int pointer type to int

<p>How can I return a string that hasn't curly braces on it?

Example, in bellow code I want pattern.group(3) matches only code with no curly braces.</p>

```
<pre><code>pattern = re.search('(.*?)#ifdef (.*)if(.*)#endif(.*){(.*)}(.*?)',codigo,re.DOTALL)
</code></pre>
```

<p>So </p>

```
<pre><code>#ifdef expression_1
    if (condition_1)
#endif
{
    //lines of code
}
</code></pre>
```

<p>is supposed to match, and</p>

```
<pre><code>#ifdef SIZE == 1
    if(x == 2){

        //lines of code 2

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

<p>not.</p>

34688765

Python regex pattern without curly braces

<p>I am now reading the source code of Leptonica, which is a good image processing library. In this library it provides :

```
<pre><code>/*!
 * l_setDataByte()
 *
 *   Input: line (ptr to beginning of data line)
 *         n   (pixel index)
 *         val  (val to be inserted: 0 - 0xff)
 *   Return: void
 */
void
l_setDataByte(void *line,
              l_int32 n,
              l_int32 val)
{
#ifdef L_BIG_ENDIAN
    *((l_uint8 *)line + n) = val;
#else /* L_LITTLE_ENDIAN */
    *((l_uint8 *)((l_uintptr_t)((l_uint8 *)line + n) ^ 3) = val;
#endif /* L_BIG_ENDIAN */
}

typedef unsigned int  uintptr_t;
typedef unsigned char  l_uint8;
</code></pre>
```

<p>For the case of big endian it is the code is very easy to understand, but for the little endian case it is very hard to u

34814419

image pixel reading in big_endian and little_endian

<p>I'm having an issue with a makefile that I'm writing for a data processing pipeline. It's saying that there is no rule to

```
<pre><code> 1 ifdef $(BROAD)
 2   target=$(MARK)_peaks.broadPeak
 3 else
 4   target=$(MARK)_peaks.narrowPeak
 5 endif
 6
 7 all: $(target)
 8
 9 $(MARK)_peaks.broadPeak : $(MARK).filtered.bam $(INPUT).filtered.bam
10   macs2 callpeak -g $(GSIZE) -q 0.05 -c $(INPUT).filtered.bam -t $(MARK).filtered.bam -f BAM -n $(MARK) -B --br
11
12 $(MARK)_peaks.narrowPeak : $(MARK).filtered.bam $(INPUT).filtered.bam
13   macs2 callpeak -g $(GSIZE) -q 0.01 -c $(INPUT).filtered.bam -t $(MARK).filtered.bam -f BAM -n $(MARK) -B
14
15 %.filtered.bam : %.duplicate-marked.bam
16   samtools view -b -q 15 $&lt; &gt; $@
17
18 %.duplicate-marked.bam : %.sorted.bam
19   picard-tools MarkDuplicates INPUT=$&lt; OUTPUT=$@ METRICS_FILE=output.dup_metrics REMOVE_DUPLICATE
</code></pre>
```

<p>And the output with debugging on is:</p>

```
<pre><code>$ make --debug=verbose --dry-run -f chipseq-pe.makefile MARK=H3K27me3 INPUT=input ASSEMBLY=/hc
GNU Make 3.81
Copyright (C) 2006 Free Software Foundation, Inc.
This is free software; see the source for copying conditions.
There is NO warranty; not even for MERCHANTABILITY or FITNESS FOR A
PARTICULAR PURPOSE.
```

```
This program built for x86_64-pc-linux-gnu
Reading makefiles...
Reading makefile `chipseq-pe.makefile'...
Updating goal targets....
Considering target file `all'.
File `all' does not exist.
Considering target file `H3K27me3_peaks.narrowPeak'.
File `H3K27me3_peaks.narrowPeak' does not exist.
Considering target file `H3K27me3.filtered.bam'.
File `H3K27me3.filtered.bam' does not exist.
Finished prerequisites of target file `H3K27me3.filtered.bam'
```

<p>I am working on web application Angularjs with gulp.</p>

<p>Using gulp I am created one environment variable like below</p>

```
<pre><code>var env = process.env.NODE_ENV || 'test';
```

```
gulp.task('preprocess', function() {  
  log('Preprocess..');  
  log(env)  
  // Minify and copy all JavaScript (except vendor scripts)  
  return gulp.src(source.scripts)  
    .pipe(preprocess({context:{target:env}}))  
});  
</code></pre>
```

<p>And this is my gulp output</p>

```
<pre><code>[11:23:02] Starting 'preprocess'...  
[11:23:02] Preprocess..  
[11:23:02] test  
[11:23:02] Finished 'preprocess' after 370 ms  
</code></pre>
```

<p>But I can't access this environment variable inside my angular code. I don't know need to include any plugins are n

<p>This is my js code for access environment variable</p>

```
<pre><code>//@ifdef env='test'  
  alert('Environment variable test');  
//@endif  
  
//@ifdef env='local'  
  alert('Environment variable local');  
//@endif  
  
//@ifdef env='dev'  
  alert('Environment variable dev');  
//@endif  
</code></pre>
```

<p>How can I access the environment variable created by gulp.</p>

<n>Please help me </n>

<p>Is there any way to find out compiler flags in C++ while compiling?
For example, some dream code:</p>

```
<pre><code>#ifdef -fPIC  
...  
#endif  
</code></pre>
```

<p>OS: Debian
Compiler: gcc</p>

35432678

C++ check gcc compiler flags while compiling

<p>I am trying to write a simple openCV app for iOS, but I am having trouble with using openCV functions in XCode. Th

<p>ViewController.h</p>

```
<pre><code>#import <UIKit/UIKit.h>;
#import <opencv2/highgui/cap_ios.h>;
```

```
using namespace cv;
```

```
@interface ViewController : UIViewController <CvVideoCameraDelegate>
{
    //IBOutlet UIImageView *imageView;
    CvVideoCamera *camera;
}
```

```
@property (nonatomic, retain) CvVideoCamera* camera;
```

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

<p>ViewController.mm</p>

```
<pre><code>#import "ViewController.h"
#import <opencv2/highgui/cap_ios.h>;
```

```
@interface ViewController ()
@property (weak, nonatomic) IBOutlet UIImageView *imageView
@end
```

```
@implementation ViewController
```

```
@synthesize camera;
```

```
- (void)viewDidLoad {
    [super viewDidLoad];
```

```
    self.camera = [[CvVideoCamera alloc] initWithParentView: self.imageView];
    self.camera.defaultAVCaptureDevicePosition = AVCaptureDevicePositionBack;
```

```
    self.camera.defaultAVCaptureSessionPreset = AVCaptureSessionPresetHigh;
    self.camera.defaultAVCaptureVideoOrientation = AVCaptureVideoOrientationPortrait;
```

<p>I have many data tables which enable tight functions. If I want more than one of the data table items to be condi

```
<pre><code>#define USE_UNITS
//#define USE_RAW

typedef struct
{
    uint8_t alarm_num;
    uint8_t dec;
    boolean sign;
    PGM_P label;
    PGM_P label_suffix;
#ifdef USE_UNITS
    PGM_P units;
#endif
#ifdef USE_RAW
    boolean raw;
#endif
    boolean newline;
} TEST_TABLE_TYPE;

const TEST_TABLE_TYPE PROGMEM test_table[NUM_ALARMS] =
{
    {ALARM_VIN_UV_LVL, MEAS_VIN_VCAP_VOUT_DEC, false, label_vin_string, label_uv_string,
#ifdef USE_UNITS
    units_volts_string,
#endif
#ifdef USE_RAW
    false,
#endif
    false},
    {ALARM_VIN_OV_LVL, MEAS_VIN_VCAP_VOUT_DEC, false, label_vin_string, label_ov_string,
#ifdef USE_UNITS
    units_volts_string,
#endif
#ifdef USE_RAW
    false,
#endif
    false},
    {ALARM_IIN_OC_LVL, MEAS_IIN_ICHG_DEC, true, label_iin_string, label_oc_string,
#ifdef USE_UNITS
    units_amps_string,
#endif
#ifdef USE_RAW
```


<p><code>enter code here</code> I was trying to export a class from a C++ dll. I defined DLL_TEST_EXPORTS as a macro

<pre><code>dll_test.h

```
#ifndef DLL_TEST_EXPORTS
/*Enabled as "export" while compiling the dll project*/
#define DLLEXPORT __declspec(dllexport)
#else
/*Enabled as "import" in the Client side for using already created dll file*/
#define DLLEXPORT __declspec(dllimport)
#endif

class DLLEXPORT getWettedNodeForces{

private:
long int i, j, z, temp, k;
double Pmax, W, c, theta, R, c0, rho, P0, R2, tx, ty, tz, Angle, Vel, Vel1, Vel2, Vel3, PT, PT1, Area, FT, T1, T2, T3, T4, T5,
double V1[3], V2[3], V3[3], V4[3], N[4], R3[3];

public:
void getforce();
int nodalForce.id;
double nodalForce.x, nodalForce.y, nodalForce.z, wettedNodeForces;

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

35713037

Export function from C++ DLL

<p>I want to use flags to compile my C project:</p>

<p>in configure.ac I Define the default model</p>

```
<pre><code>AC_ARG_ENABLE(model, [AS_HELP_STRING([--enable-model],
    [specify which Model will be used; (default --enable-model=98)]),,
    [AC_DEFINE(MODEL_98)])
```

```
AS_IF([test "x$enable_model" = "x98"], [AC_DEFINE(MODEL_98)])
AS_IF([test "x$enable_model" = "x181"], [AC_DEFINE(MODEL_181)])
</code></pre>
```

<p>and then in Makefile.am i use these variable as following : </p>

```
<pre><code>proj_SOURCES =    \
    ../bac.c      \
    ../conf.c     \
    ../cw.c       \

ifdef $(MODEL_98)
proj_SOURCES +=      \
    ../dm/98/interfaces.c \
    ../dm/98/device.c   \
    ../dm/98/ging.c     \
    ../dm/98/wa.c

endif
ifdef $(MODEL_181)
proj_SOURCES +=      \
    ../dm/181/fi.c

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

<p>but the project doesn't compile !!</p>

<p>what wrong in my Makefile.am </p>

<p>Thanks</p>

<p>Is there a helper method, or similar, in Javascript for <code>isDefined</code>? I just found this in a utility file I inh

```
<pre><code>'use strict';

var me = {
  ifDefined      : ifDefined,
  ifDef          : ifDefined,
  isDefined      : isDefined,
  isDef          : isDefined,
};

function isDefined (value) {
  return (typeof value !== 'undefined');
}
function ifDefined (value, defaultValue) {
  return isDefined(value) ? defaultValue : value;
}

module.exports = me;
</code></pre>
```

<p>It appears the author is using it to have a shorthand method for the <code>typeof</code> check:</p>

```
<pre><code>environment.u = isDef(envInfo.u, environment.u);
environment.x = isDef(envInfo.x, environment.x);
environment.s = isDef(envInfo.s, environment.s);
</code></pre>
```

35875835

Javascript ifDefined helper method?

<p>Is there any way to check for user defined configurations (that is NOT the standard DEBUG or RELEASE ones) within

<p>I direly need this for an old project where no kind of unit testing is available at all, and where I want to add a few li

<p>I already read this</p>

<p>#ifdef \$(CONFIGUR/

<p>but I also need to add a few functions for the specific configuration, not just include files for the chosen build.</p>

<p>Thanks for help!</p>

35990734

Check for specific configuration in C++ peojects for Visu:

<p>I found that using</p>

```
<pre><code>#ifdef ...
#elseif defined(...)
#else
#endif
</code></pre>
```

<p>always uses either the #ifdef or the #else, never the #elseif, but substituting #elif causes it to work as expected bas

<p>Maybe this is why for years (decades, really), I've been using ugly #else/#endif blocks, since at least they're reliable

36137376

#elseif vs #elif (C/C++ preprocessor)

<p>I have tested a few makes and having issues of environment variables in the shell is not inside the Make file. I won

```
<pre><code>GNU Make 4.1
</code></pre>
```

<p>Here is my simplest make file:</p>

```
<pre><code>ifdef $(HOME)
$(info $$HOME is $(HOME))
else
$(info $$HOME is undefined)
endif
```

```
all :
    echo do nothing
</code></pre>
```

<p>When typing make at the terminal I get</p>

```
<pre><code>$HOME is undefined
echo do nothing
do nothing
</code></pre>
```

<p>echo \$HOME</p>

```
<pre><code>/Users/myusername
</code></pre>
```

<p>Here is the definition from make's manual book <a href="https://www.gnu.org/software/make/manual/html_nod

<p>Variables in make can come from the environment in which make is run. Every environment variable that make se

36437438

Why make cannot pick up environment variables

<p>I download code pthread_barrier.h and pthread_barrier.c from internet, and trying to compile and run it on Ubunt

```
<pre><code> /*
 * pthread_barrier.h
 *
 * Created on: Nov 10, 2015
 * Author: kunxia
 */

#ifndef PTHREAD_BARRIER_H
#define PTHREAD_BARRIER_H

#include <pthread.h>;

#ifdef __cplusplus
extern "C" {
#endif

#if !defined(PTHREAD_BARRIER_SERIAL_THREAD)
# define PTHREAD_BARRIER_SERIAL_THREAD (1)
#endif

#if !defined(PTHREAD_PROCESS_PRIVATE)
# define PTHREAD_PROCESS_PRIVATE (42)
#endif
#if !defined(PTHREAD_PROCESS_SHARED)
# define PTHREAD_PROCESS_SHARED (43)
#endif

typedef struct {
} pthread_barrierattr_t;

typedef struct {
pthread_mutex_t mutex;
pthread_cond_t cond;
unsigned int limit;
unsigned int count;
unsigned int phase;
} pthread_barrier_t;

int pthread_barrierattr_init(pthread_barrierattr_t *attr);
int pthread_barrierattr_destroy(pthread_barrierattr_t *attr);
```

<p>Trying to parse a malformed XML content with xml.etree.ElementTree.parse() raises different exception in Python

<p>Python 2.6: xml.parsers.expat.ExpatError</p>

<p>Python 2.7: xml.etree.ElementTree.ParseError</p>

<p>I'm writing code which must run in Python 2.6 and 2.7. afaik there is no way to define code which runs only in a Py

36752850

How to handle different exceptions raised in different P

<p>I was doing image processing using opencv.. but then this error comes out when i debug the main program. I dont

```
<pre><code>/*
 *   POSIX Standard: 6.5 File Control Operations   &lt;fcntl.h&gt;
 */

#ifdef _FCNTL_H
#define _FCNTL_H    1

#include &lt;features.h&gt;

/* This must be early so &lt;bits/fcntl.h&gt; can define types winningly. */
__BEGIN_DECLS

/* Get the definitions of O_*, F_*, FD_*: all the
   numbers and flag bits for `open', `fcntl', et al. */
#include &lt;bits/fcntl.h&gt;

/* For XPG all symbols from &lt;sys/stat.h&gt; should also be available. */
#ifdef __USE_XOPEN
# include &lt;sys/stat.h&gt;
#endif

#ifdef __USE_MISC
# ifndef R_OK           /* Verbatim from &lt;unistd.h&gt;:. Ugh. */
/* Values for the second argument to access.
   These may be OR'd together. */
# define R_OK  4      /* Test for read permission. */
# define W_OK  2      /* Test for write permission. */
# define X_OK  1      /* Test for execute permission. */
# define F_OK  0      /* Test for existence. */
# endif
#endif /* Use misc. */

/* XPG wants the following symbols. */
#ifdef __USE_XOPEN
/* &lt;stdio.h&gt; has the same definitions. */
# define SEEK_SET    0    /* Seek from beginning of file. */
# define SEEK_CUR    1    /* Seek from current position. */
# define SEEK_END    2    /* Seek from end of file. */
#endif /* XPG */
```

```
/* Do the file control operation described by CMD on FD.
   The remaining arguments are interpreted depending on CMD
```


<p>Is there any way to convert C++(STL) code to QT (QTL)?</p>

<p>I have a code written using STL (string, vector, iostream, fstream) and I want to add it to my Qt Project (QString, QVector, ... when used). My ideal way is to make it QTL-STL-compatible by adding some defines in <code>.h</code> file like following</p>

```
<pre><code>// STL to QTL
#ifdef STL_CPP
    #include <string>;
    #include <vector>;
#else // QTL
    #include <QString>;
    #define string QString
    #include <QVector>;
    #define vector QVector
#endif
</code></pre>
```

<p>Is there any existing work can convert some most commonly used STL code without changing the source code ?</p>

<p>Note that I don't want to convert std datatype to qt datatype, what I want is to make a code can used in both Qt project(<code>ifndef <code>STL_CPP</code>) and C++ project (ifdef <code>STL_CPP</code>

36950049

How to make a c++ code can be used in both Qt project

<p>I encapsulate my function pointers in a structure/class. I can use these functions in a CPU implementation easily. H

<p>But let's start with the structure:</p>

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

```
#ifndef SWIG
#include <math>;
#include <stdio.h>;
#include <string.h>;
#endif
```

```
#define PI 3.14159265358979323846f
```

```
typedef float (*pDistanceFu) (float, float);
typedef float (*pDecayFu) (float, float, float);
```

```
////////////////////////////////////
#ifdef __CUDACC__
    __host__ __device__
#endif
inline static float
fcn_gaussian_nhood (float dist, float sigmaT) {
    return exp(-pow(dist, 2.f)/(2.f*pow(sigmaT, 2.f)));
}
</code></pre>
```

<p>////////////////////////////////////

```
#ifdef <strong>CUDACC</strong>
    <strong>host</strong> <strong>device</strong>
#endif
inline static float
fcn_rad_decay (float sigma0, float T, float lambda) {
    return std::floor(sigma0*exp(-T/lambda) + 0.5f);
}</p>
```

```
<pre><code> //////////////////////////////////
#ifdef __CUDACC__
    host      device
```

I am trying to run the following code (a simple backup program), but from some reason, the field tv_sec could not I tried everything that crossed my mind - but no help.
I want to emphasize that I have read the other relevant questions in this site and also tried to add the line:

```
#include <sys/time.h>

```

but - again - it didn't work.

Can you help me?

Thank you all!

I decided to attach the whole program, at any cas - in order to allow you to see the whole picture, if needed.
The code (the problematic line is under the note `//>`):

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <unistd.h>
#include <fcntl.h>
#include <utime.h>
#include <dirent.h>
#include <libgen.h>
```

```
#define MIN(X,Y) ((X) < (Y) ? (X) : (Y))
```

```
// The header of each backed-up file
```

```
typedef struct {
    char name[100];
    char mode[8];
    char uid[8];
    char gid[8];
    char size[12];
    char mtime[12];
    char typeflag;
} bkp_header;
```

```
// Function declarations
```

```
int backup(char *src, char *dest);
```

```
int restore(char *src);
```

<p>I want to try one of the sample codes shipped with SDK, namely "tutorial-2-mixedprocessing". I followed these steps

<p>1) Import Project -> selected tutorial directory</p>

<p>2) I named it "tutorial-2-mixedprocessing1", left 3 options ticked ("Replace jars&lib sources when possible" and

<p>3) Warning: "NDK integration deprecated in the current plugin" I clicked "Set "android.useDepre

<p>4) Import module -> Selected java module which is in "C:\SDKs\OpenCV-android-sdk\sdk\java" in my case -> Left 3

<p>5) Error:Cause: failed to find target with hash string 'android-14' in: C:\Users\c010\AppData\Local\Android\S

<p>6-7) Open module settings -> Dependencies Added Opencv module as module dependency. Added NDK location ("

<p>8) Build -> make project leads Error:(2, 33) opencv2/core/core.hpp: No such file or directory</p>

<p>In Eclipse I would add some include paths, but I don't know how to do it in Android Studio. I thought editing Andro

<p>My Android.mk was</p>

```
<pre><code>LOCAL_PATH := $(call my-dir)
```

```
include $(CLEAR_VARS)
```

```
ifdef OPENCV_ANDROID_SDK
```

```
  ifneq ("", "$(wildcard $(OPENCV_ANDROID_SDK)/OpenCV.mk)")
```

```
    include $(OPENCV_ANDROID_SDK)/OpenCV.mk
```

```
  else
```

```
    include $(OPENCV_ANDROID_SDK)/sdk/native/jni/OpenCV.mk
```

```
  endif
```

```
else
```

```
  include ../../sdk/native/jni/OpenCV.mk
```

```
endif
```

```
LOCAL_MODULE := mixed_sample
```

```
LOCAL_SRC_FILES := jni_part.cpp
```

```
LOCAL_LDLIBS += -llog -ldl
```

```
include $(BUILD_SHARED_LIBRARY)
```

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

<p>I changed it to plain absolute path</p>

The nvcc compiler is still quite bad with heavily templated code such as found in the boost or Eigen libraries. I cannot (with nvcc) compile a main.cu file which does

```
#include <Eigen/Dense>
#include <boost/locale.hpp>
int main() {}
```

the same code in a .cpp file compiles fine (it is passed on untouched I guess).

This problem has existed for years:

<http://stackoverflow.com/questions/8138673/why-does-nvcc-fails-to-compile-a-cuda-file-with-boostspir>

Is there some way, e.g. via a preprocessor macro, to hide code from the nvcc compiler's parsing but still pass it on :

I know that `__CUDACC__` indicates the presence of the nvcc compiler and that `__CUDA_ARCH__`

```
#ifndef __CUDACC__
#error Must be compiled using nvcc
#endif
```

```
__host__ __device__ void f(int* x) {
    *x =
    #ifdef __CUDA_ARCH__
    42
    #else
    0
    #endif
    ;
}
```

Now I would like to do something like the following in my .cu file:

```
void foo();

#ifdef __USING_HOST_COMPILER__
#include <Eigen/Dense>
#include <boost/locale.hpp>
```

```
void foo() {
    // use boost and Eigen
```

<p>On our setup, I need to check if some environment variable is exist, and the check if it's set to 1 or 0. </p>

```
<pre><code>&lt;?ifdef $(env.Enable_LBA) ?&gt;
    &lt;?if $(env.Enable_LBA) = 1?&gt;
        Do things
    &lt;?endif ?&gt;
&lt;?endif ?&gt;
</code></pre>
```

<p>for some reason, this doesn't work. if I leave only the statements, the build fail if the env. variable isn't define. wh

38093929

Wix - check if environment variable is exist and then it's

<p>Is it possible to do a compile-time-assertion that a function get called at least one occurrence?</p>

<p>It is not related to how many times the function is executed.</p>

```
<pre><code>//C.h
class C{ //Callee
    void f();
};

//C.cpp
void C::f(){ //note: non static
    assert_called_at_least_once(); //&lt;--- I expected something like this $$
    ..... some complex thing .....
}

//D.cpp
D::f2(){ //Caller
    C c;
    if(false){
        //^ This line is to emphasize that I don't care whether c.f() will be executed
        c.f(); //&lt;--- if I comment out this line, an error should occur.
        //( Assume that it is only one occurrence of C::f(). )
    }
}
}</code></pre>
```

<p>It is for debugging purpose.</p>

<h2>Edit</h2>

<p>As requested, I will provide more information why I want this feature. </p>

<p>My game has many sub-systems. C is one of them. </p>

<p>I want to make sure that my game calls a certain function in a certain sub-system (e.g. Bullet System updates bullets).

<p>Here is the reason.</p>

<p>Sometimes, when I want to narrow the scope that a bug can occur, I disable the function by commenting out this line

```
<pre><code>bulletSystem-&gt;update();
</code></pre>
```

<p>In this recipe, I want git to fetch the current sha1 hash only if git is present and I'm in a git repository. My problem

```
<pre><code>hash:
ifneq ("$(wildcard .git)", "")
    $(eval GIT=`which git`)
    ifdef $(GIT)
        $(eval HASH=`git rev-parse HEAD`)
        @echo $(HASH)
        @echo "#define GIT_SHA1 \"$(HASH)\" &gt; git_sha1.h
    endif
else
    @echo "Not in a git repository"
endif
</code></pre>
```

<p>I want to avoid having to use a shell script to do this.</p>

38405070

Setting a variable in a Makefile recipe and then testing i

<p>makefile </p>

```
<pre><code>RUN_EXE = xyz.exe
SOME_DIR_PATH = ../folder1/
```

```
ifdef $(MAKECMDGOALS)
  ifeq ($(MAKECMDGOALS), "target_1")
    ABC = status.log
    ARGS_TO_EXE = "argc1"
  endif
  ifeq ($(MAKECMDGOALS), "target_1")
    ABC = file2.txt
    ARGS_TO_EXE = "argc2"
  endif
else
  ABC = status.log file2.txt
  ARGS_TO_EXE = ""
endif
```

```
# phony define
.PHONY = default target_1 target_2
```

```
# if target not mention run default
default: $(ABC)
```

```
target_1 target_2:$(ABC)
```

```
$(ABC):
  $(CD) $(SOME_DIR_PATH) && ( $(RUN_EXE) $(ARGS_TO_EXE) || (exit 1;)) 2>&1 | tee -a ../status
</code></pre>
```

<p>i have two makefile using the first makefile i am invoking this makefile.
if some error come it should succesfully return to first makefile.</p>

<p>for testing purpose i created a error in executable i am trying to open a file in read mode which doesn't exist. so m

<p>when i give</p>

```
<pre><code>make target_1
</code></pre>
```

<p>error: error opening file (using c printf function and same will be in file)</p>

<p>I am compiling a C++ code together with Fortran subroutine. The C++ cpp code is like:</p>

```
<pre><code>#include "Calculate.h"
extern "C" double SolveEq_(double *Gvalue, double *GvalueU, double *GvalueV, double *Gnodex, double *Gnodey, d

template &lt;class T1, class T2&gt;
void Calculate(vector&lt;Element&lt;T1, T2&gt;&gt; &gt; &amp;elm, GParameter &amp;GeqPm, GmeshInfo &amp;Gmesh)
{
    // Solving Equation using Fortran code
    SolveEq_(&amp;Gmesh.Gvalue[0], &amp;Gmesh.GvalueU[0], &amp;Gmesh.GvalueV[0], &amp;Gmesh.Gnodex[0], &
    return;
}
</code></pre>
```

<p>And the Fortran code is like:</p>

```
<pre><code>!=====
Module Inputpar
Implicit None
Integer,parameter :: Numx = 200, Numy = 200
End Module
!===== PROGRAM =====
Subroutine SolveEq(Gvalue, GvalueU, GvalueV, Gnodex, Gnodey, Deltat, Lfs);
Use Inputpar
Implicit None

Real*8 Deltat, Lfs, Dt, Su
Real*8 Gvalue(1, (Numx+1)*(Numy+1)), GvalueU(1, (Numx+1)*(Numy+1)), GvalueV(1, (Numx+1)*(Numy+1))
Real*8 Gnodex(0:Numx), Gnodey(0:Numy)

Real*8 DX, DY
Real*8 X(-3:Numx+3), Y(-3:Numy+3)
Real*8 VelX(-3:Numx+3,-3:Numy+3), VelY(-3:Numx+3,-3:Numy+3)
Real*8 G(-3:Numx+3,-3:Numy+3)

Common /CommonData/ X, Y, DX, DY, VelX, VelY, G, Dt, Su

!===== Data Transfer =====
Dt          = Deltat
Su          = Lfs
X      (0:Numx) = Gnodex(0:Numx)
Y      (0:Numy) = Gnodey(0:Numy)
VelX(0:Numx,0:Numy) = transpose(reshape(GvalueU, (/Numy+1, Numx+1/)))
VelY(0:Numx,0:Numy) = transpose(reshape(GvalueV, (/Numy+1, Numx+1/)))
G      (0:Numx,0:Numy) = reshape(Gvalue, (/Numy+1, Numx+1/))
</code></pre>
```

39317175 <p>i am building a clang libtool,
how can i get the preprocessor information that will tell me if a given Decl is inside a scope of #if #ifdef #ifndef ?</p> How to check if a Decl is inside a scope of #if directive?

<p>I'm using Questasim 10.4c to simulate a Systemverilog design that uses the `ifdef compiler directive at a bunch of |

```
<pre><code>`ifdef FOR_SIMULATION_ONLY
<code>&lt;code>
`endif
</code></pre>
```

39380742 <p>After compiling, I haven't found any way to get Questasim to be able to tell me explicitly whether FOR_SIMULATIO
How do I know which Systemverilog macros are defined

<p>This is my project structure:</p>

```
<pre><code>MainFolder
- Jamroot.jam
- AnotherFolder
  - libFolder
    - Jamfile.jam
    - cpp files
</code></pre>
```

<p>I have an #ifdef in one of the cpp files.
Example:</p>

```
<pre><code>#ifdef SOMEVALUE
Code
#endif
</code></pre>
```

<p>I need to compile the cpp files with #define in Jamfile. Since, I am having two types of executables (one with #defir

<p>I have tried the following, which does not work (unable to find definitions inside #ifdef #endif block): </p>

```
<pre><code>lib libname : [ glob *.cpp ] : &lt;link>static : &lt;define>SOMEVALUE ;
</code></pre>
```

39826865 #define in Boost Jamfiles

<p>I'm working on a visual debugger for an embedded application running on stm32.
So the debugger will run on a PC and reuse the same code as the main application except for the low level functions trig

<p>I'm looking for a pattern or something clean that could allow me to do that without big #ifdef in the code.</p>

<p>So to give an example:</p>

<p>I have the gpio.h and gpio.c files playing with the stm32 low level stuffs (they are semi-generated by stmCube so I c

```
<pre><code>(C code)
void GPIO_set_realy_state(int relay, bool state)
{
    HAL_GPIO_WritePin(port,relay,state?GPIO_PIN_SET:GPIO_PIN_RESET);
}
</code></pre>
```

<p>I have a c++ wrapper above them (GpioWrapper) that is called whenever the application needed to change the sta

```
<pre><code>GpioWrapper::setRealyState(int relay, bool state)
{
    GPIO_set_realy_state(relay,state);
}
</code></pre>
```

<p>In the PC application, I would like another implementation of that wrapper or something alike that would get calle

```
<pre><code>GpioWrapper::setRealyState(int relay, bool state)
{
    emit RelayTriggered(relay,state);
}
</code></pre>
```

<p>The problem that I face is that to send signals, my class need to inherit from QObject and it cannot be the case in C

<p>What could be the cleaner way to solve that?</p>

<p>port_pin.h</p>

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

typedef enum
{
    IO_PORT_A  = ((uint16_t)0), /* IO Port A Selected */
    IO_PORT_B  = ((uint16_t)1), /* IO Port B Selected */
    IO_PORT_NONE = ((uint16_t)0xFF) /* No IO Port Selected */
}PortName_t;

/* IO Driver GPIO Pin Numbers */
typedef enum
{
    IO_PIN_0  = ((uint16_t)0), /* Pin 0 selected */
    IO_PIN_1  = ((uint16_t)1), /* Pin 1 selected */
    IO_PIN_2  = ((uint16_t)2), /* Pin 2 selected */
    IO_PIN_3  = ((uint16_t)3), /* Pin 3 selected */
}PinNumber_t;
</code></pre>
```

<p>hal_io.h</p>

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

#ifdef DEF_HAL_IO
#define EXTERN_HAL_IO
#else
#define EXTERN_HAL_IO extern
#endif

EXTERN_HAL_IO void Hallo_fct(PortName_t, PinNumber_t);

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

<p>drv_io.h</p>

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

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

```
<pre><code>template<typename>
struct One {};

template<typename, typename>
struct Two {};

template<template<typename...> class TTP, typename...>
struct SS;

#ifdef TEST_TTP
    template<template<typename> class OneParam,
              typename... Ts>
    struct SS<OneParam, Ts...> {};

    template<template<typename, typename> class TwoParam,
              typename... Ts>
    struct SS<TwoParam, Ts...> {};
#else // TEST_TTP
    template<template<typename> class OneParam,
              typename TParam>
    struct SS<OneParam, TParam> {};

    template<template<typename, typename> class TwoParam,
              typename TParam1,
              typename TParam2>
    struct SS<TwoParam, TParam1, TParam2> {};
#endif // TEST_TTP

int main() {
    SS<One, int> ssoi;
    SS<Two, int, int> sstii;
}
</code></pre>
```

<p>This code will compile properly on Clang, GCC, and MSVC, if <code>TEST_TTP</code> isn't defined. However, if it

The code compiles properly on GCC, indicating that it recognises that <code>OneParam</code> and <code>TwoPa

Clang fails to recognise that <code>OneParam</code> specialises <code>TTP</code>, causing it to emit two errors

MSVC emits similar errors to Clang, but more concisely: It emits C3855 (<code>OneParam</code> is incompatible

<p>I want my emacs to change code color to gray if the macro undefined, and also, in the case of #ifdef #else, a prope

```
<pre><code>#define MY_MACRO
#ifdef MY_MACRO
int foo = 0;//proper indent, normal color
#else
int bar = 0;//proper indent, and gray color
</code></pre>
```

40836919

emacs, #ifdef macro color change, and indent

In the quest for optimal matrix-matrix multiplication using eigen3 (and hopefully profiting from SIMD support) I wr

```
<pre><code>#include <iostream>
#include <Eigen/Dense>
#include <ctime>

using namespace Eigen;
using namespace std;

const int test_size= 13;
const int test_size_16b= test_size+1;

typedef Matrix<double, Dynamic, Dynamic, ColMajor, test_size_16b, test_size_16b> TestMatrix_dyn16b_t;
typedef Matrix<double, Dynamic, Dynamic> TestMatrix_dynalloc_t;
typedef Matrix<double, test_size, test_size> TestMatrix_t;
typedef Matrix<double, test_size_16b, test_size_16b> TestMatrix_fix16b_t;

template<typename TestMatrix_t> EIGEN_DONT_INLINE void test(const char * msg, int m_size= test_size, int n=
double s= 0.0;
clock_t elapsed= 0;
TestMatrix_t m3;
for(int i= 0; i<n; i++) {
    TestMatrix_t m1 = TestMatrix_t::Random(m_size, m_size);
    TestMatrix_t m2= TestMatrix_t::Random(m_size, m_size);

    clock_t begin = clock();
    m3.noalias()= m1*m2;
    clock_t end = clock();
    elapsed+= end - begin;

    // make sure m3 is not optimized away
    s+= m3(1, 1);
}

double elapsed_secs = double(elapsed) / CLOCKS_PER_SEC;
cout <<< "Elapsed time " <<< msg <<< ": " <<< elapsed_secs <<< " size " <<< m3.cols() <<<
}

int main() {
#ifdef EIGEN_VECTORIZE
    cout <<< "EIGEN_VECTORIZE on " <<< endl;
#endif
</code></pre>
```


<p>Given the following code in a project I'm working on:</p>

```
<pre><code>/* Pre-definitions in a pre-definitions file to be included in the project */
#ifdef WIN32
#define __FUNCNAME__ __FUNCTION__
#else
#define __FUNCNAME__ __func__
#endif

/* My definitions */
#define MAC() \
    MAC1()

#define MAC1() \
    myPrintFunction(__FUNCNAME__)

/* My print function */
void myPrintFunction(const char * functionName)
{
    printf("\n func name: %s \n",functionName);
}

/* Macro usage example function */
void myFunction()
{
    if (some_condition)
    {
        MAC();
    }
}
</code></pre>
```

<p>The function name is presented as an empty string.
Any idea why, and how can I fix it?</p>

<p>Code compiled and tested on Linux machine, using GCC compiler.</p>

40978316

GCC __func__ gets evaluated to an empty string

<p>I have a visibility support in my code, taken from <a href="https://gcc.gnu.org/wiki/Visibility" rel="nofollow norefer

<p>Here is the file pexp.h</p>

<pre><code>#pragma once

```
#if defined _WIN32 || defined __CYGWIN__
#ifdef BUILDING_DLL
#ifdef __GNUC__
#define P_EXPORT __attribute__((dllexport))
#else
#define P_EXPORT __declspec(dllexport) // Note: actually gcc seems to also supports this syntax.
#endif
#else
#ifdef __GNUC__
#define P_EXPORT __attribute__((dllimport))
#else
#define P_EXPORT __declspec(dllimport) // Note: actually gcc seems to also supports this syntax.
#endif
#endif
#define P_HIDDEN
#else
#if __GNUC__ >= 4
#define P_EXPORT __attribute__((visibility("default")))
#define P_HIDDEN __attribute__((visibility("hidden")))
#else
#define P_EXPORT
#define P_HIDDEN
#endif
#endif
</code></pre>
```

<p>one of the header file (lets say gs.h) has function declartions as</p>

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

#ifdef __cplusplus
extern "C" {
#endif

#define OK 1
```

<p>I'm trying to build Qt 4.7.4 with msvc2010 and DB2 support. </p>

<p>Here is my command line:</p>

```
<pre><code>C:\qt-src-4.7.4>configure -opensource -static -release -platform win32-msvc2010
-qt-sql-db2 -qt-sql-odbc -I "C:\sqllib\include"
</code></pre>
```

<p>Headers file here - part of IBM package, but <code>nmake</code> tells me that there are bunch of errors in code:

```
<pre><code>    c:\sqllib\include\sqlcli.h(669): see defenition of "SQLColAttributeW"
c:\sqllib\include\sqlcli.h(685) : error C2733: second C-linkage of overloaded
functuin "SQLConnectW" not allowed
...
</code></pre>
```

<p>However, header files are organized two function versions - unicode and non-unicode.</p>

<p>Here is how it's look like:</p>

<p><code>sqlcli1.h:</code></p>

```
<pre><code>#include  "sqlcli.h"
...
#ifdef ODBC64
SQLRETURN SQL_API SQLColAttributeW(
    SQLHSTMT    hstmt,
    SQLUSMALLINT iCol,
    SQLUSMALLINT iField,
    SQLPOINTER   pCharAttr,
    SQLSMALLINT  cbCharAttrMax,
    SQLSMALLINT  *pcbCharAttr,
    SQLLEN       *pNumAttr);
#else
SQLRETURN SQL_API SQLColAttributeW(
    SQLHSTMT    hstmt,
    SQLUSMALLINT iCol,
    SQLUSMALLINT iField,
    SQLPOINTER   pCharAttr,
    SQLSMALLINT  cbCharAttrMax,
    SQLSMALLINT  *pcbCharAttr,
    SQLPOINTER   pNumAttr);
#endif
</code></pre>
```

<p>The following expression:</p>

```
<pre><code>^(#ifdef FEATURE)+?\s*$((\r\n.*?)*^(#endif)+\s*[\\\/]*\s*(end of)*\s*FEATURE)+?</code></pre>
```

<p>Overrides the matching buffer when running my compiled .Jar file.</p>

<p>The matching string can be similar to:</p>

<blockquote>

<p>this is a junk line</p>

<p>#ifdef FEATURE

#endif // end of FEATURE</p>

<p>this is a junk line</p>

<p>#ifdef FEATURE</p>

<p>this is a junk line that should be matched: HOlasduiqwhei & // FEATURE fjfefj
#endif // h</p>

<p>#endif FEATURE</p>

<p>this is a junk line</p>

</blockquote>

<p>So, the bold strings should match. The error is as follows:</p>

```
<pre><code> at java.util.regex.Pattern$GroupHead.match(Unknown Source)
at java.util.regex.Pattern$Loop.match(Unknown Source)
at java.util.regex.Pattern$GroupTail.match(Unknown Source)
at java.util.regex.Pattern$Curly.match1(Unknown Source)
at java.util.regex.Pattern$Curly.match(Unknown Source)
at java.util.regex.Pattern$Slice.match(Unknown Source)
at java.util.regex.Pattern$GroupHead.match(Unknown Source)
at java.util.regex.Pattern$Loop.match(Unknown Source)
at java.util.regex.Pattern$GroupTail.match(Unknown Source)
at java.util.regex.Pattern$Curly.match1(Unknown Source)
at java.util.regex.Pattern$Curly.match(Unknown Source)
at java.util.regex.Pattern$Slice.match(Unknown Source)
at java.util.regex.Pattern$GroupHead.match(Unknown Source)
at java.util.regex.Pattern$Loop.match(Unknown Source)
```

I have to filter out from a huge amount of cpp files all the macros defined, excluding the guards, for example:

```
#if <NAME>
#ifdef <NAME>
#ifndef <NAME>
#if defined(<NAME>)
#if defined <NAME>
!defined(<NAME>)
!defined <NAME>
#else if <NAME>
#elif <NAME>
</code></pre>
```

I have to retrieve all the NAMES, but they are not all in the form XXX, due to different programmers w

Any advice is appreciated!

EDIT

As someone pointed out, my NAME (with surrondings < >) is only a placeholder, where in reality it can be XXXX.

<p>I need a regular expression that matches the paragraph: '&Start a'(first in sample text) unti

<p>A sample block of target for this regex is (sorry for putting it as code block):</p>

```
<pre><code>junk text
```

&Start a <

fulfilling text

fulfilling text

&Start b

&Start c

&end c

fulfilling text

&end

&end <

junk text

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

<p>So the regex should match all paragraph starting and ending with the lines which contain the < symbol, though i

<p>This is not a simple implementation. The expression I am working with is the following:</p>

```
<pre><code>&start a([^\&;]*)(&end a|&end)
</code></pre>
```

<p>Which matches well isolated '&start a' '&end' paragraphs, but when other '&start Y' lines come in be
I might use some If statement that jumps the undesired blocks... Here is a more complicated approach of the case:</p>

```
<pre><code>junk text
```

&Start a <

fulfilling text

<p>I am working on following script which tries to read a text file, and then run an algorithm with the collected data. T

<p>Loop 1 is for files in folder.</p>

<p>Loop 2 is for the text line entries used in the algorithm.</p>

<p>Loop 3 is for the algorithm itself.</p>

```
<pre><code># $path = (Get-Item -Path "." -Verbose).FullName
$path = split-path -parent $MyInvocation.MyCommand.Definition
$files = Get-Childitem "$path\test" -r # root path $PSScriptRoot

# echo $path
# echo $files
# echo $files.Count
Foreach ($file in $files){

    echo "the value of i is" $i
    # echo $file.FullName
    # iterate through files from the current folder.
    $data = Get-Content -Path $files.FullName

    # echo "$data"

    # parse DisabledFeatures.txt file as array of strings (1 string per line of the file)
    $feature = Get-Content "$path\Disabled_Features.txt"
    # echo $feature.Count
    # iterate for each string entry in $feature array (read from txt file)
    for($counter=0; $counter -lt $feature.Count; $counter++){

        # retrieve array value to use it in the main algorithym
        $groupID = $feature[$counter]
        echo $groupID
        $data | ForEach-Object -Begin { $ignore = $false; $levels = 0 } -Process {
            # Start ignoring text after we've found the trigger
            if($_ -match "^#ifdef $groupID") {
                $ignore = $true
                ECHO "TRUE ifdef feature"
            }

            # Track nested groups
            elseif($ignore) {
                if ($_ -match '^#ifdef') {
```

<p>I have a script that ignores some blocks of text, but I just don't know how to replace the ignored text into original s

<p>I tried creating an array vector but powershell is doing weird things with assignation, for example \$array+=\$_ appe

<p>any help appreciated, here is my script:</p>

```
<pre><code># $path = (Get-Item -Path ".\" -Verbose).FullName
$path = split-path -parent $MyInvocation.MyCommand.Definition
$files = Get-ChildItem "$path\test" -r # root path $PSScriptRoot

# echo $path
# echo $files
# echo $files.Count
Foreach ($file in $files){

    # echo "the value of i is" $i
    # echo $file.FullName
    # iterate through files from the current folder.
    $data = Get-Content -Path $files.FullName

    # echo "$data"

    # parse DisabledFeatures.txt file as array of strings (1 string per line of the file)
    $feature = Get-Content "$path\Disabled_Features.txt"
    echo $feature.Count

    #[System.Collections.ArrayList]$Modifier
    $nl=[Environment]::NewLine
    # iterate for each string entry in $feature array (read from txt file)
    for($counter=0; $counter -lt $feature.Count; $counter++){
        # Start ignoring text after we've found the trigger
        $parse = $feature[$counter]
        # $Modifier.Clear()
        $data | ForEach-Object -Begin {
            $ignore = $false; $levels = 0
        } -Process {

            if($_ -match "^#ifdef $parse") {
                $ignore = $true
                # echo "start ignore"

            } if($ignore) { # Track nested groups
                if ($_ -match "^#ifdef") {
```


i have the following script but it does never end executing.

<p>what could be the issue ? I tried to debug it but apparently it works correctly with a single file, but when I throw it

```
<pre><code>$path = split-path -parent $MyInvocation.MyCommand.Definition
$files = Get-ChildItem "$path\CodeForCertification\5_SourceCode\*" -Include *.c,*.h -Recurse | where{
    ! $_.PSIsContainer
}# $PSScriptRoot
```

```
ForEach ($file in $files){
```

```
$data = Get-Content -Path $file.FullName
$feature = Get-Content "$path\Disabled_Features.txt"
#[System.ArrayList]$Modifier
$nl=[Environment]::NewLine
$Modifier=@()
$flag=0
$data = $data | ForEach-Object -Begin {
    $ignore = $false; $levels = 0
} -Process {
    for($counter=0; $counter -lt $feature.Count; $counter++){
        $parse = $feature[$counter]
        if($_ -match "^#ifdef $parse" -And $flag -eq '0') {
            $ignore = $true
            $flag = 1;
        }
    }
    if($ignore) {
        if ($_ -match "^#ifdef") {
            $levels++
        }elseif ($_ -match "#endif") {
            if($levels -ge 1) {
                $levels--
                if($levels -eq '0'){
                    $ignore = $false
                }
            }
        }
    }
    }else {
        $flag=0
        $temp=$_
        $_
        $Modifier+="$_"
    }
}
```

I am using CMake to generate some build environments:

ol

cmake .. -G "Unix Makefiles" -DCMAKE_BUILD_TYPE=Debug -DBUILD_SHARED_LIBS=TRUE

cmake .. -G "Unix Makefiles" -DCMAKE_BUILD_TYPE=Release -DBUILD_SHARED_LIBS=TRUE

cmake .. -DCMAKE_WINDOWS_EXPORT_ALL_SYMBOLS=TRUE -DBUILD_SHARED_LIBS=TRUE -G "Visual Studio"

The first and third environments builds successfully (Whether I select "Debug" or "Release") but the second one has

```
MakeFiles/Stub_Time.dir/src/TimeStub.cpp.o: In function `NotSet ConvertJSON&NotSet&(std::__cxx11::basic_string<char, traits, allocator> const&):
Stub_Time.dir/src/TimeStub.cpp.o: undefined reference to `void save(cereal::JSONOutputArchive&);'
Stub_Time.dir/src/TimeStub.cpp.o: undefined reference to `void save(cereal::JSONOutputArchive&);'
collect2: error: ld returned 1 exit status
CMakeFiles/Stub_Time.dir/build.make:111: recipe for target 'bin/Stub_Time' failed
make[2]: *** [bin/Stub_Time] Error 1
CMakeFiles/Stub_Time.dir/build.make:111: recipe for target 'bin/Stub_Time' failed
make[1]: *** [CMakeFiles/Stub_Time.dir/all] Error 2
Makefile:94: recipe for target 'all' failed
make: *** [all] Error 2
```

I tried invoking `make VERBOSE=1` and the only differences seemed to be that `c++` was

Why would this happen?

Is release mode optimizing-away the symbols in `libIO.so` that gets referenced in `Stub_Time`?

Edit:

I ran:

```
grep -R ifdef | grep DEBUG
```

On the whole project, but none of the files that it came up with seemed at all relevant to the above error (just stuff

Edit 2:

<p>#define S_FUNCTION_NAME myfunction_sFun </p>

<p>#define S_FUNCTION_LEVEL 2</p>

<p>#define MDL_INITIAL_SIZES</p>

<p>#define MDL_INITIALIZE_SAMPLE_TIMES</p>

<p>#include "tmwtypes.h"</p>

<p>#include "simstruc_types.h"</p>

<p>#include "mex.h"</p>

<p>#include "simstruc.h"</p>

<p>void mdlInitializeSizes(SimStruct *S)</p>

<p>{</p>

<pre><code>ssPrintf("Initialize\n");

 //My code has been removed from here

ssPrintf("End Initialize\n");

</code></pre>

<p>}</p>

<p>void mdlInitializeSampleTimes(SimStruct *S)</p>

<p>{</p>

<pre><code>ssPrintf("Sample Times\n");

</code></pre>

<p>}</p>

<p>#define MDL_OUTPUTS</p>

<p>#ifdef MDL_OUTPUTS</p>

<p>void mdlOutputs(SimStruct *S, int T tid)</p>

<p>I'm using Timer to make the LED on/off for every 1 second (instead of using delay function). However, when I exec

<p>I'm using standard peripheral library, and the IDE I'm using is IAR.</p>

```
<pre><code>#include "stm32f4xx.h"
```

```
GPIO_InitTypeDef GPIO_InitStructure;
TIM_TimeBaseInitTypeDef TIM_BaseStruct;
```

```
void GPIO_Configuration(void);
void TIM_Configuration(void);
void Delay(__IO uint32_t nCount);
```

```
int main(void)
{
    GPIO_Configuration();
    TIM_Configuration();
    while(1)
    {
        if(TIM_GetFlagStatus(TIM2,TIM_FLAG_Update) != RESET)
        {
            TIM_ClearFlag(TIM2,TIM_IT_Update);
            GPIO_ToggleBits(GPIOD,GPIO_Pin_14);
        }
    }
}
```

```
void GPIO_Configuration(void)
{
    RCC_AHB1PeriphClockCmd(RCC_AHB1Periph_GPIOD, ENABLE);

    /* Configure PB0 PB1 in output pushpull mode */
    GPIO_InitStructure.GPIO_Pin = GPIO_Pin_14;
    GPIO_InitStructure.GPIO_Mode = GPIO_Mode_OUT;
    GPIO_InitStructure.GPIO_OType = GPIO_OType_PP;
    GPIO_InitStructure.GPIO_Speed = GPIO_Speed_100MHz;
    GPIO_InitStructure.GPIO_PuPd = GPIO_PuPd_NOPULL;
    GPIO_Init(GPIOD, &GPIO_InitStructure);
}
```

```
void TIM_Configuration(void)
{
    RCC_APB1PeriphClockCmd(RCC_APB1Periph_TIM2,ENABLE);
```

<p>lets say i have a .h and .c file, originally written for kernel space.</p>

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

/* #includes for kernel headers*/

struct tree_node_t{
    int data;
    struct tree_node_t *left;
    struct tree_node_t *right;
};

struct tree{
    int data;
    struct tree_node_t *root;
};

void insert_node(struct tree *tree, int data);
#endif
</code></pre>
```

<p>Lets say, the corresponding .c file contains the definition of void insert_node fn, which create a tree_node using <c

<p>Now, i want to use the same data structure and its fns in userspace as well. I need to compile it using new user spa

<p>pls Nte : <code>kmalloc/kfree</code> are just simple examples to explain. Files contain other kernel specific APIs \

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Compile the same C code for user space as well as kernel space

I am trying to output the following structure via a bus-object in simulink from my c-mex s-function. The following c

```
a.b = 7;
a.c = 5;
a.e(1).d = 1;
a.e(2).d = 2;
a.e(3).d = 3;
```

```
bus1 = Simulink.Bus.createObject(a);
</code></pre>
```

I used the simulink s-function-builder to create the follwing code for outputting the structure `a` (or

[<img src="https://i.stack.imgur.com/x3K](https://i.stack.imgur.com/x3KI5.png)

As you can see, all outout-ports from the bus-selector-block have strangely the dimension [1x1], but the substructi

```
a(1).b = 1;
a(2).b = 2;
a(3).b = 3;
</code></pre>
```

I will only get `a(1).b` from the simulink bus-output. </p>

Do you have any suggestions how to solve this? I didnt find anything about this in the documentation or elsewhere

```
/*
 * File: test_build.c
 *
 *
 * --- THIS FILE GENERATED BY S-FUNCTION BUILDER: 3.0 ---
 *
 * This file is an S-function produced by the S-Function
 * Builder which only recognizes certain fields. Changes made
 * outside these fields will be lost the next time the block is
 * used to load, edit, and resave this file. This file will be overwritten
 * by the S-function Builder block. If you want to edit this file by hand,
 * you must change it only in the area defined as:
 *
 * %%%-SFUNWIZ_defines_Changes_BEGIN
 * #define NAME 'replacement text'
 * %%%-SFUNWIZ_defines_Changes_END
```

<p>To build a Eclipse plugin upon Eclipse CDT(NOT developing CXX using CDT), by using the API prov

```
<pre><code>#ifdef HAVE_SYS_PRCTL_H
#include <sys/prctl.h>
#endif
</code></pre>
```

<p>For example, in the code snippet, we want to get statements within the structure <code>#ifdef ...,#endif</code>. The return

<p>For a normal case, let have the code snippet like:</p>

```
<pre><code>#ifdef condition
statement A;
statement B;
.....
statement Z;
#endif
</code></pre>
```

<p>I want to get the statement A, statement B,... and statement Z.*Note in the preprocessor statement, like IASTPrep

42712240

Eclipse CDT preprocessor get statement under conditior