

Re: precompiled headers question

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vc/2006-04/msg00021.html>

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What does the directory structure of your project look like? In particular,

where are stdafx.h and the file containing the #include in relation to one

All my source files are not in the same folder. I have made extra folders to contain source and headers. For example, there is a folder called Publish, which contains headers and sources of publishing functionality. When I added these files to my project as new items, they had their first line as "#include "stdafx.h"". That was the time when my project settings had pch enabled. Then at some point I changed project settings to not using pch, after which when I compiled the project I started getting these errors that there was no stdafx.h. But I knew that stdafx.h is at the root of the source tree, so I just changed it to "#include "../stdafx.h"" and it compiled fine, which also got me thinking why was it (lets say blockpublishing.cpp) compiling before when it had no stdafx.h on its path. (my lack of cpp knowledge).

That is because the compiler will look for the PCH instead of trying to load the real include file.

if you separate include and source files you have to add additional include directories in your project settings. otherwise you have to explicitly tell the compiler where those files are (by using ../..) and that removes flexibility from your project layout.

I have other problems as well, related to header files includes. Like I have a common.h file that has some utility functions and some global variables that I intend to use at more than one place. Now I include common.h at one file, lets say one.h and use its functions which works ok, and then at some other place, lets say two.h, I include the common.h and compiler starts giving me errors, while linking the source, saying that "something__proc__here" is already defined in "something.obj". However if I

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dont include common.h in two.h, the two.h has no idea of the things (global functions and variables) that I write, which I assume will be visible to two.h that are inside the common.h. Now the next thing I'm planning to do is

do it like this:

```
//common.h
extern int g_Global;
extern int MyFunction(void);
```

```
//common.cpp
#include "common.h"
int g_Global;
int MyFunction(void)
{
//...
}
```

that way there is only 1 definition, and you can use them by simply including common.h

include my common.h in stdafx.h and see what happens. Also will play with #pragma once stuff which looks interesting and I hope its not microsoft specific.

another thing you'll see often is this:

```
#ifndef __SOME_INCLUDE_GUARD__
#define __SOME_INCLUDE_GUARD__

//declarations here

#endif
```

The purpose I wrote this second para above is:

Having a C# background, I think I really need to read some really good and detailed article on the problems that a dev can face while working on c++ projects having to do with #include. It would be great if you or anyone else has some web links on this, or maybe discuss here.

to find out if something is MSFT specific, find the topic in the MSDN help collection. it is always mentioned if something is ANSI or microsoft specific.

www.codeproject.com is always a good place to start when looking for info. if you are serious about C++ you should buy a good book. there are several. my favorite is still 'the C++ programming language' by stroustrup

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it can be a bit dull at times, but it is complete.

if you have specific questions you can always ask them here also.

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Kind regards,

Bruno.

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