

# RE: Dependency problems

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- *From:* usfinecats <usfinecats@xxxxxxxxxxxxxx>
  - *Date:* Wed, 5 Dec 2007 11:32:02 -0800
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Steven,

The C++ is unmanaged.

I know that the project is being rebuilt because I see the output in the Output window. I watch it compile and link the entire C++ project.

Is there a way to discover the reason that the project got rebuilt?

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Gak –  
Finecats

"Steven Cheng[MSFT]" wrote:

Hi Gak,

From your description, you have a solution which contains multiple projects (some .NET ones and a C++ one). The C++ project has no dependency on other projects, however, you found that project always get built whenever you change other projects and build the solution, correct?

As for the C++ project, is it a native unmanaged C++ project or managed C++ one? I've performed a simple test through a solution with .NET projects and a simple empty C++ project. It seems when build the project as long as the C++ project has no change, it will not be built.

Also, for .NET projects, I know that as long as the project has not been changed, it will not actually be built when you build the solution (no matter it is referenced by another project). How do you notice that the project is built, are you checking the file update date of the output file or anything else?

Sincerely,

Steven Cheng

Microsoft MSDN Online Support Lead

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Thread-Topic: Dependency problems  
thread-index: Acg25Z6xIpuwBA6ZRWGNeHvRgPIJ8g==  
X-WBNR-Posting-Host: 75.49.67.241  
From: =?Utf-8?B?dXNmaW5lY2F0cw==?= <usfinecats@xxxxxxxxxxxxxx>  
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I'm building a solution with both C++ and C# projects. The C++ project is

a

library that many of the projects are dependent upon, but it does not

depend

on the other libs. It is constantly being built every time any of the

other

projects change altho