

Silo - Bug # 567: move silo_exports logic to config.h

Status:	New	Priority:	Normal
Author:	Mark Miller	Category:	
Created:	01/25/2011	Assigned to:	
Updated:	01/25/2011	Due date:	
Likelihood:	3 - Occasional		
Severity:	2 - Minor Irritation		
Silo Found in Version:	4.8		
OS:	All		
Support Group:	Any		
Subject:	move silo_exports logic to config.h		
Description:	<p>We're including 'silo_exports.h' in score.h, a PDB-Lite source. I don't think we should do that. But, I think I am hung up on the name of the include file having 'silo' in it. All silo_exports.h really has in it is the windows-specific logic to correctly export symbols with the SILO_API macro.</p> <p>I thought about putting this into config.h instead. That would be fine except that silo_exports logic needs to appear in silo.h too. So, that would mean that #include'ing silo.h in a source file would also include Silo's config.h. That would be bad as that would mean symbols specific to internal compilation of the Silo library then pollute any Silo client's CPP namespace. If we could find a way that config.h is essentially 'empty' when its included in a <code>_true_</code> silo client, then that would fix this issue.</p> <p>I don't understand enough about silo_exports to know whether its a message <code>_down_</code> to the lib to <code>_do something_</code> with SILO_API'd symbols or a message <code>_up_</code> to caller of Silo library telling it which symbols are really defined for it to reference.</p>		

History

01/25/2011 11:04 pm - Mark Miller

Well, config.h is a bad idea. However, moving it up to the same dir as config.h maybe good idea.