

NewGRF build framework - Code Review #1178

Bug # 845 (Confirmed): Speed on windows systems

Make dependency checking optional

2010-07-31 21:24 - Alberth

Status:	Closed	Start date:	2010-07-31
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	0.5.0		
Description			
<p>For NewGRF projects, running a dependency calculation is next to useless. Therefore, I propose to disable it.</p> <p>Attached patch introduces a DO_DEP_CHECK variable that controls whether or not to perform dependency checking. For now, I have left it as a separate setting. but you could consider making it depend on the type of project.</p> <p>With thanks to Foobar for testing</p>			

Associated revisions

Revision 129:8a31de1c0292 - 2010-08-20 19:03 - planetmaker

Add #1178: Alternative dependency check implemented in python (script by Alberth)

There are now two types available: normal (as before, default) and mdep, the new script. Select by setting DEP_CHECK_TYPE=mdep in your Makefile.local

Revision 192:73c92def7aa6 - 2010-09-17 23:37 - planetmaker

Change #1178: Remove a few unneeded ifdefs

History

#1 - 2010-08-05 21:39 - planetmaker

I actually added thevdep check for the reason that newgrfs frequently required differently spelled graphics or other include files (case!) and as such it broke on case sensitive systems where it did not error out on the original author's machine. Not useless I think.

#2 - 2010-08-05 21:57 - yexo

<Yexo> planetmaker: the major problem #1178 is that the dependency check takes sometimes longer than the actual compiling process, especially on windows machines

<Yexo> and during development you don't need to do a depcheck every time you rebuild, so that patch should add an option to disable the depcheck, mainly useful while developing

<Yexo> it's not for the average user just checking out a copy of a newgrf repo

<FooBar> that patch is a great help for me, reduces build times by around 75%!

#3 - 2010-08-09 13:17 - planetmaker

- Target version set to 0.4.0

#4 - 2010-08-13 08:55 - planetmaker

- File *optional_depcheck_firs.diff* added

Attached a patch to the Makefile system of FIRS (it should also work elsewhere, but the hunk in Makefile.in is then not needed).

This patch simply disables the dep check. That is for re-building the newgrf you'll need to run 'make remake' as make will (still) report that the grf is up to date once built.

The dep check is disabled by giving DEP_CHECK_TYPE= as command parameter or setting it in Makefile.config or Makefile.local

#5 - 2010-08-13 09:15 - planetmaker

- File *optional_depcheck_firs2.diff* added

Updated version. The need to call 'remake' is gone.

#6 - 2010-08-20 14:48 - planetmaker

- File *mdep.diff* added

python dep check. Time saved: 33%

#7 - 2010-08-20 18:01 - Alberth

- File *mdep2.patch* added

mdep.py seems to work fine, the surrounding makefile is messed up though, I could not get it to work in a sane way.

#8 - 2010-08-28 00:46 - planetmaker

- Target version changed from 0.4.0 to 0.5.0

- Parent task set to #845

#9 - 2010-09-19 10:18 - planetmaker

- Status changed from New to Closed

- % Done changed from 0 to 100

Implemented in various commits, found in 0.4.5 and later

Files

optional_depcheck.patch	1.28 KB	2010-07-31	Alberth
optional_depcheck_firs.diff	1.77 KB	2010-08-13	planetmaker
optional_depcheck_firs2.diff	1.86 KB	2010-08-13	planetmaker
mdep.diff	7.24 KB	2010-08-20	planetmaker
mdep2.patch	9.25 KB	2010-08-20	Alberth