Sniper's Paradise!

UEngine preprocessor commandlet

Name: UEngine Preprocessor Commandlet
Version: 0.5.262
Type: UCC Commandlet
Game: Unreal Tournament
Install: Extract everything to your UT folder.
Description: It's ucc commandlet which parses .uc files in search of preprocessor directives and macros.
UEngine Preprocessor Commandlet Download
Usage: Complete readme at WIKI.

Screen shot:

```
C:\WINDOWS\system32\cmd.exe                                    _ □ ✕
---------------------------------------------------------------
Unreal Engine Preprocessor Commandlet
---------------------------------------------------------------
Version     : 0.1.4
Build date  : 22.09.2008
---------------------------------------------------------------
Using project definition: ../NMExtensions/NMExtensions.upc
Using project directory: ../NMExtensions/
Debug mode: on
Clean code: on
Print globals: on
---------------------------------------------------------------
Globals:

variable: __NUM_NATIVES__
...value: 1
---------------------------------------------------------------
Parsing file: NMExtensions.uc
...directive `include found
......embedding file: classes/includes/default_header.uc
.........parsing file: true
.........successful
...macro __DATE__ found. Value inserted: 22-9-2008 12:27
...directive `write found
......inline statement (__NUM_NATIVES__==1) evaluates to true
...directive `write found
......inline statement (__NUM_NATIVES__==1) evaluates to true
...saving parsed file: NMExtensions.uc
Parsing file: NMQuat.uc
...directive `include found
......embedding file: classes/includes/default_header.uc
.........parsing file: true
.........successful
...macro __DATE__ found. Value inserted: 22-9-2008 12:27
...directive `write found
......inline statement (__NUM_NATIVES__==1) evaluates to true
...directive `write found
......inline statement (__NUM_NATIVES__==1) evaluates to true
...saving parsed file: NMQuat.uc
---------------------------------------------------------------
2 uc files found.
2 uc files parsed.
Execution time: 0.078992 seconds
Aby kontynuować, naciśnij dowolny klawisz . . . _
```

ChangeLog:

v 0.5.262
Added new advanced macros to define in new section of project file
v 0.4.194
Added new `remove.start and `remove.end directives to remove larger parts of code

Namespaces are now usable in `include and `require directives
v 0.4.194
Added new global namespace
v 0.3.185
Added new __NUMERATE_CPP__ macro
Added new commadline option -force
Added new project option bForce
Various updates and fixes
v 0.3.168
Fixed bug in GetVariable function. Variable search is aborted if name is NULL.
v 0.3.150
added option to delete log calls out of UScript source
v 0.3.144
added bIniVersion to commandline and project file (changes the way macro __UENGINEVERSION__ works)
v 0.2.123
new directive `else if
v 0.2.106
new directive `namespace
new macro __UENGINEVERSION__
new macro __SELF__
macros can be used in conditional statements
v 0.2.56
new directive `import used to create #exec directive for large number of textures/sounds
v 0.1.5
added new option bIsPackage
v 0.1.4
fixed bug with inline `write directive
v 0.1.1
initial release

Complete source code is included in the archive. All comments and suggestions are most welcome.

Future updates will be to add more operators to conditional statements (||, &&, !), ability to turn on/off debugging/code cleaning only for certain file and that's pretty much it.

SPAM POISON
Spam Killer

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