

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2020/3/19 10:15:09

URL:

@samo

Quote:

What wrong about reusing the old but very standard scheme for the date ?

That just need properly done stuff: need to create version.c , which will be always compiled does not matter if other files touched or not (so compilation date will be taken from every compile) , and that in turn mean needs to change a bit CMakefiles and some other stuff so makefiles for odyssey (at least for the amiga parts) will be generated with that force-to-compile version.c file with necessary flag to provide date.

That all easy, just boring stuff which can be done later, and instead i just use inbuild `__DATE__` macro of GCC which have that format you see now