
Subject: Emscripten compilation & linking

Posted by [frederik.dumarey](#) on Fri, 10 Apr 2026 21:55:42 GMT

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I'm trying to use TheIDE as build method for emcc.

Emcc has been setup correctly, with all path environment variables. So emcc --version is working fine.

I added a build method with some settings:

builder: gcc

compiler name: emcc

common options: -o output.html

common c++ options: -s WASM=1 -O3

INCLUDE dir to emscripten\system\include

BIN dir to emscripten\system\bin

But when I'm building using this method CTRL-F7 or F7 I get some directories created, but never the html.js and wasm files.

Subject: Re: Emscripten compilation & linking

Posted by [Oblivion](#) on Sat, 11 Apr 2026 08:51:10 GMT

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Hi Frederik,

Unless you're trying to compile U++ into wasm (good news, I am porting it to it and Core is already ported), here's what you need:

WASM=1 is default, you don't need to explicitly set it.

In link options set: -sENVIRONMENT=web

If you are compiling a cpp project, use em++ instead of emcc.

Don't set the -o in builder. Instead, in output mode, set the target file override to myfile.js.

E.g:

Path:

PATH = "/usr/lib/emscripten;/usr/lib/emscripten/system/bin";

Path:

LIB = "/usr/lib/emscripten/system/lib;/lib";

This is for archlinux, but the correct paths should be similar in other distros or on windows.

Best regards,
Oblivion

File Attachments

1) [Ekran Görüntüsü 2026-04-11 11-38-52.png](#) , downloaded 346 times

WasmText.cpp

OK

✓

2

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8

```
#include <iostream>

int main(int argc, const char *argv[])
{
    printf("hello world!\n");
    return 0;
}
```

Main configuration

Target file override

WasmText.js

All static

Use shared libs

All shared

Shared packages postfix

Default

Debug info level

Full

BLITZ

Package	Debug	Blitz
WasmText		

Export project

To directory

/home/maldoror/WasmText

Reset BLITZ

Command line options..

...done

Saving

----- WasmText (MAIN CLANG DEBUG SHARED DEBUG_FULL BLITZ POSIX LINUX)

WasmText.cpp

WasmText: 1 file(s) built in (0:00.88), 880 msec / file

Linking...

/home/maldoror/Geliştirme/upp/.cache/upp.out/Projects/WebAssemblyTest.Debug.Debug_

Subject: Re: Emscripten compilation & linking
Posted by [frederik.dumarey](#) on Sat, 11 Apr 2026 14:31:15 GMT
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Hello Oblivion,

Thanks! Works perfectly.

Great to read that Core is already ported, can't wait to see CtrlLib ported too ;)

With your settings you get the Javascript and the Wasm file right, if somebody wants a html test file, just add the -o output.html setting, and you get a html file which you can serve using a local web server with `python -m http.server [port]`. Run the last command in the directory where the html, js and wasm file have been compiled.

This will be added to the book. Just for your information: I also made an example with the SDL library for a GUI tutorial, also working fine with this options.

Regards,
Frederik.

Subject: Re: Emscripten compilation & linking
Posted by [Oblivion](#) on Sat, 27 Jun 2026 20:17:00 GMT
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Long time no news. Until now. :)

Another milestone reached on the WebAssembly front: Draw and Painter are now native WASM citizens.

The road has been long, but the results speak for themselves: full 2D rendering, right in the browser, powered by U++. 8)

More to come. Stay tuned.

Best regards,
Oblivion

File Attachments

1) [Ekran Görüntüsü 2026-06-27 22-49-09.png](#) , downloaded 184 times



Subject: Re: Emscripten compilation & linking
Posted by [frederik.dumarey](#) on Sun, 28 Jun 2026 08:38:30 GMT
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Great news!
