Ok, GCC32.bm does indeed have stuff in it that specifies how to build. I have no idea where it is supposed to come from, but for now I just took the one out of the Linux binaries, and modified slightly to fit with my includes.

.. Also, INCLUDE takes multiple paths seperated by semi-colon.

My upp directory is also expected to have "uppsrc" in it, so I have fixed that. Now I am building HelloWorld example.