kohait00 wrote on Tue, 24 August 2010 14:46i found in the ide a 'SCRIPT' builder. is there some docu around it?

Hello, Konstantin.

You can read about SCRIPT builder from source code: uppsrc/ide/Builders/ScriptBuilder.cpp
Basicly, you have following built-in variables:

array INCLUDE
array LIBPATH

and built-in functions:

int Execute(string cmdLine)
void PutConsole(string text)
void PutVerbose(string text)

In the specified script file with bsc extension you need to implement (some of) following functions:

string objectfile(string pathToFile)
int compile(string pathToFile, string objectFile, string options)
string libraryfile(string packageName)
int library(array objlist, string product)
int link(objlist, liblist, target, linkoptions)
int preprocess(string file, string target)

kohait00 wrote on Tue, 24 August 2010 14:46any hints?

In my previous experience, ESC standard library need to be extended (e.g. with GetFileName, GetFileExt, etc. functions or they need to be implemented in the script file) and SCRIPT builder, as well (e.g. to get output directory).