Xcode uses the environment variable to select the correct SDK. If you put the paths to it in your build method, then it should work just fine. Also there's a tool called gcc_select which you might want to have a look at. It is a bash script that sets the system into state for building for some target (creates correct symlinks etc.).

Why do you put it into speed optimizations flags when there is {Debug,Release} {fixed flags,link options}? But for now it doesn't probably matter

Honza