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Subject: Re: fix TheIde [DOWNLOAD] build flag options in GccBuilder for OSX11 and Cocoa

Posted by [dolik.rce](#) on Tue, 01 Feb 2011 09:03:10 GMT

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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

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