Subject: Re: fix TheIde [DOWNLOAD] build flag options in GccBuilder for OSX11 and Cocoa
Posted by fudadmin on Tue, 01 Feb 2011 13:52:56 GMT

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dolik.rce wrote on Tue, 01 February 2011 09:03Xcode 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.).
thanks Honza, I will look at the script. But first, I need to find out how to enable building scripts with OSX11 ide (the button is greyed)...

Quote:
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

Because there are no proper fields for that. if put into a series of flags into "release fixed flags" theide creates appended names dirs into building dir and spits out a mountain of errors. That's why -> ...

Or something is hidden in my svn version?:

File Attachments
1) ideFlags1.png, downloaded 1122 times