
Subject: Re: fix TheIDE [DOWNLOAD] GccBuilder.cpp for OSX11 and ObjC
Posted by [fudadmin](#) on Wed, 07 Sep 2011 01:21:35 GMT

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To build ObjC and Cocoa apps (Unix style for now) (maybe iPhone with some more tweaking...) with theide you can use (or apply changes) from the file below.

GCC_obj.bm something like this:

```
BUILDER = "GCC";
COMPILER = "g++ -arch x86_64";
DEBUG_INFO = "";
DEBUG_BLITZ = "0";
DEBUG_LINKMODE = "2";
DEBUG_OPTIONS = " -x objective-c -fmessage-length=0 -pipe -Wno-trigraphs -fpascal-strings
-fasm-blocks -O0 -fvisibility=hidden -gdwarf-2";
DEBUG_FLAGS = "";
RELEASE_BLITZ = "0";
RELEASE_LINKMODE = "1";
RELEASE_OPTIONS = "-O3 -g -fasm-blocks";
RELEASE_SIZE_OPTIONS = "-finline-limit=20 -fasm-blocks";
RELEASE_FLAGS = "";
DEBUGGER = "gdb";
PATH = "";
INCLUDE = "";
LIB = "";
REMOTE_HOST = "";
REMOTE_OS = "";
REMOTE_TRANSFER = "";
REMOTE_MAP = "";
LINKMODE_LOCK = "0";
```

Also don't forget to add frameworks to the packages into "Link options" through "Package organizer" eg "-framework Foundation - framework AppKit -framework Cocoa"

If you want launchd style *.app wrapper, then can try to overwrite target via "Output mode" , but will need to put icons etc inside it, manually. I'll try to improve the code, time permitting.

P.S Is my svn access available?

Aris

File Attachments

1) [GccBuilder.cpp.zip](#), downloaded 512 times
