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 470 times