
Subject: Re: Need help with the structure of flags etc. and running u++ cocoa on Windows 7 GNUSTEP

Posted by [fudadmin](#) on Wed, 14 Mar 2012 12:49:35 GMT

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check MINGW.bm

```
BUILDER = "GCC";
COMPILER = "g++";
DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "1";
DEBUG_OPTIONS = "-O0 -gstabs -pipe -fvisibility=hidden -Wno-trigraphs";
DEBUG_FLAGS = "";
DEBUG_LINK = "";
RELEASE_BLITZ = "1";
RELEASE_LINKMODE = "1";
RELEASE_OPTIONS = "-O3 -ffunction-sections";
RELEASE_SIZE_OPTIONS = "-Os -finline-limit=20 -ffunction-sections";
RELEASE_FLAGS = "";
RELEASE_LINK = "";
DEBUGGER = "gdb";
PATH = "C:\\MinGW\\bin";
INCLUDE = "C:\\MinGW\\include;C:\\GNUstep\\GNUstep\\System\\Library\\Headers";
LIB = "C:\\MinGW\\lib;C:\\GNUstep\\GNUstep\\System\\Library\\Libraries";
REMOTE_HOST = "";
REMOTE_OS = "";
REMOTE_TRANSFER = "";
REMOTE_MAP = "";
LINKMODE_LOCK = "0";
```

Edit: for some reasons forum doesn't allow to upload ide.zip
but try to put your mingw.bm and your version somewhere:
C:\\GNUstep\\msys\\1.0\\home\\arilect\\upp
