Subject: what is "fixed flags" for?
Posted by piotr5 on Fri, 19 Apr 2013 10:49:53 GMT

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I added -std=c++0x to the fixed flags got a funny error. obviously this option in the build-methods-setup is just setting up a definition named flag<something> where <something> is what you entered there, and additionally the output-directory changes accordingly. wouldn't it be more useful if the sting entered there would go into commandline directly without "flag", but still as a define-option? of course then rename it into "fixed defines" or something. then for example you could alter the way stl gets compiled on a global scale, even when upp-packages wont get used...