
Subject: Re: what is "fixed flags" for?

Posted by [dolik.rce](#) on Fri, 19 Apr 2013 15:27:21 GMT

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Hi piotr5,

The "fixed flags" only affects (as the name suggest) build flags. To specify compiler options for debug mode, you can use "debug options". To set options for both debug and release modes, you simply add the options directly in the "compiler name" field (e.g.: 'gcc -std=c++0x').

Best regards,
Honza

PS: Almost forgot to answer your question Fixed flags in debug mode can be used e.g. to allow some extra logging (using `#ifdef flagXYZ` in your code) for given build method. Than you can switch such functionality on/off simply by switching between two, otherwise same, build methods. At least that is what I use it for sometimes...
