Subject: [Question]What is the command line for the Visual C++ compiler
Posted by crydev on Sun, 29 Sep 2013 15:31:11 GMT

Hello,

I have a question about the U++ IDE. I am using the Visual C++ 2010 compiler, and mostly the debugger builtin Visual Studio. I have already posted a workaround to get U++ compiled under Visual Studio, but this only worked partially, as for example, the icpp files are not properly linked.

My question is: What options does U++ additionally pass to the compiler and linker and why? I would like to try porting it fully to Visual Studio, also because I never use the GUI designer anyway. Besides that, I am also interested in the options it passes and how it may be manipulated to fit my needs.

Thanks in advance!