
Subject: Re: 2020.1 officially released

Posted by [Sender Ghost](#) on Wed, 03 Jun 2020 05:37:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Tue, 02 June 2020 19:27

Well, we already can add flags via "Common fixed flags". I think all we need is "override" option that would avoid adding platform flags before adding these fixed.

As far as I know, there is a possibility to override platform related flags. This feature is implemented in `LocalHost::AddFlags` and `LocalHost::HasPlatformFlag` methods [1, 2, 3].

For example, possible to generate Makefile(s) for WIN32 platform, e.g.:

`./umk uppsrc ide CLANG -r -M=Makefile +WIN32,GUI`

or FreeBSD:

`./umk uppsrc ide CLANG -rs -M=BSDMakefile +POSIX,BSD,FREEBSD,GUI`

or Linux:

`./umk uppsrc ide CLANG -rs -M=GNUMakefile +POSIX,LINUX,GUI`

etc.

There is just a need to use correct build method for them. But I didn't test this for cross-platform/remote build(s), just for Makefile generation.

May suggest to add "OSX" flag to `platformFlags` also (based on order of appearance in `LocalHost::AddFlags` method). Patch attached.

File Attachments

1) [uppsrc_ide_Core_Host_r14539.diff](#), downloaded 307 times
