Subject: Re: Being able to put build method in assembly or package
Posted by Xemuth on Tue, 20 Jul 2021 22:12:32 GMT
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To be honest, nothing so special just Vulkan lib path, and include path :


```
BUILDER = "CLANG";
COMPILER = "";
COMMON_OPTIONS = "";
COMMON_CPP_OPTIONS = "";
COMMON_C_OPTIONS = "";
COMMON_LINK = "";
COMMON_FLAGS = "";
DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "0";
DEBUG_OPTIONS = "";
DEBUG_FLAGS = "";
DEBUG_LINK = "-WI,--stack,20000000";
RELEASE_BLITZ = "1";
RELEASE_LINKMODE = "0";
RELEASE_OPTIONS = "-O3 ";
RELEASE_FLAGS = "";
RELEASE_LINK = "-WI,--stack,20000000";
DEBUGGER = "gdb";
ALLOW_PRECOMPILED_HEADERS = "1";
DISABLE_BLITZ = "0";
PATH =
"C:\\Upp\\upp\\bin/clang/bin;C:\\Upp\\upp\\bin/clang/x86_64-w64-mingw32/bin;C:\\Upp\\upp\\bin/S
DL2/lib/x64;C:\\Upp\\upp\\bin/pgsql/x64/bin;C:\\Upp\\upp\\bin/mysql/lib64";
INCLUDE =
"C:\\Upp\\upp\\bin/SDL2/include;C:\\Upp\\upp\\bin/pgsql/x64/include;C:\\Upp\\upp\\bin/mysql/includ
e;C:\\VulkanSDK\\1.2.182.0\\Include";
LIB =
"C:\\Upp\\upp\\bin/SDL2/lib/x64;C:\\Upp\\upp\\bin/pgsql/x64/lib;C:\\Upp\\upp\\bin/mysql/lib64;C:\\V
ulkanSDK\\1.2.182.0\\Lib";
LINKMODE_LOCK = "0";
```


But let's think about having a package like a VulkanCtrl on UppHUB :roll: This kind of Ctrl would
requiere Vulkan SDK (And a custom build method) in order to be compiled). I think like it would be
awesome to select your package on UppHUB, having a pop up telling you to download Vulkan
SDK to use this package (or even download and launch install cf) and provide you a custom build
methode to use to compile the package.

Of course some issues like static path or compiler choice can be wrong on many computer