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Subject: Re: Emscripten compilation & linking  
Posted by [Oblivion](#) on Sat, 11 Apr 2026 08:51:10 GMT  
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Hi Frederik,

Unless you're trying to compile U++ into wasm (good news, I am porting it to it and Core is already ported), here's what you need:

WASM=1 is default, you don't need to explicitly set it.  
In link options set: -sENVIRONMENT=web

If you are compiling a cpp project, use em++ instead of emcc.

Don't set the -o in builder. Instead, in output mode, set the target file override to myfile.js.  
E.g:

Path:  
PATH = "/usr/lib/emscripten;/usr/lib/emscripten/system/bin";

Path:  
LIB = "/usr/lib/emscripten/system/lib;/lib";

This is for archlinux, but the correct paths should be similar in other distros or on windows.

Best regards,  
Oblivion

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## File Attachments

1) [Ekran Görüntüsü 2026-04-11 11-38-52.png](#) , downloaded 84 times

```
x>
x>
aux>
```

```
OK ✓
1 #include <iostream>
2
3 int main(int argc, const char *argv[])
4 {
5     printf("hello world!\n");
6     return 0;
7 }
8
```

Main configuration

Target file override

All static  Use shared libs  All shared

Shared packages postfix

Default

Debug info level   BLITZ

Package	Debug	Blitz
WasmText	<input type="text"/>	<input checked="" type="checkbox"/>

Export project

To directory

```
text.cpp
```

```
...done
Saving
----- WasmText ( MAIN CLANG DEBUG SHARED DEBUG_FULL BLITZ POSIX LINUX )
WasmText.cpp
WasmText: 1 file(s) built in (0:00.88), 880 msec / file
Linking...
/home/maldoror/Geliştirme/upp/.cache/upp.out/Projects/WebAssemblyTest.Debug.Debug_
```