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Subject: Build method cleanup

Posted by [zsolt](#) on Sun, 25 Mar 2007 00:25:33 GMT

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Corrently, I'm trying to build upp apps to different WINCE platforms, but Build methods window is not allowing me, what I want to do.

The problems are:

- Diferent builders are hardcoded into TheIDE

- User can not see, what different bulders do

- User can not change compile and link commands and their options

I would suggest some changes in that:

- In the Build methods window there should be a compiler and a linker edit box.

- On changing builder, it should be filled with default values (currently hardcoded values should be useful as default values).

- These edit boxes would allow inserting environment variables (e.g. \${VARIABLE}) and output of external commands (e.g. `command`) (in a later implementation).

- User could change these values.

- TheIDE would save these values into the corresponding .bm file.

- When building, TheIDE would use these compiler and linker values instead of current hardcoded ones.

Any idea or comments?

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