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?