
Subject: Re: 701-dev1 / 2007.1beta on Mac OSX
Posted by [lundman](#) on Mon, 09 Apr 2007 01:12:56 GMT
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... and the Build Methods (only 1 pic per post)

File Attachments

1) [02buildmethods.jpg](#), downloaded 1440 times

GUI

- ide
- ide\Common
- ide\LayDes
- ide\IconDes
- ide\Builders
- ide\Debuggers
- ide\Browser
- CodeEditor
- CtrlLib
- Web
- plugin\bz2
- HexView
- Esc
- Core
- plugin\z
- RichEdit
- IconDes
- coff\binobj
- coff
- plugin\ndisasm

- # IconDes.h
- AlphaCtrl.cpp
- RGBACtrl.cpp
- ImageOp.cpp
- Paint.cpp
- Event.cpp
- Fast.cpp
- IconDes.cpp
- List.cpp
- Image.cpp
- Bar.cpp
- EditPos.cpp
- ImlFile.cpp
- IconDes.lay
- IconDes.iml

```
#include "IconDes.h"
NAMESPACE_UPP
```

Method
GCC32
GCC32_i386
GCC32_UNI_i386
GCC32_UNI_ppc

Build methods

Builder: GCC32 Compiler name:

Debug mode defaults

Default debug info level: Full

Use BLITZ

All static Shared libs All shared

Debug options: -g -arch i386 -arch ppc -DflagM

PATH - executable directories

INCLUDE - directories for include files

/Developer/SDKs/MacOSX10.4u.sdk/usr/X11R6

/Developer/SDKs/MacOSX10.4u.sdk/usr/X11R6

/usr/X11R6/include/freetype2/

/usr/X11R6/include

/opt/local/include

LIB - directories for library files

/usr/X11R6/lib

/opt/local/lib

Script file:

Store all target files in the same directory

Set as default

Remote host

Remote host[:port]

OS type:

File access:

```
text.TopPos((y -= 4 + th), th).HSizePos(1, 0);
```