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**Subject:** How view full build log?

Posted by [neo\\_in\\_matrix](#) on Wed, 08 Jun 2022 10:35:46 GMT

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I have a weird build error when a package has a windows RC file. But the build log pane at bottom only shows a generic "There were errors" message. How do I view a full build log?

**File Attachments**

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1) [u++rcerror.PNG](#), downloaded 345 times

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**Subject:** Re: How view full build log?

Posted by [neo\\_in\\_matrix](#) on Wed, 08 Jun 2022 10:37:50 GMT

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CONT.

The weird part is that I only get this error with 32-bit compilers (except the bundled CLANG 32-bit). I tried some tweaking like below, but it did not work.

**File Attachments**

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1) [u++clopt.PNG](#), downloaded 327 times

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**Subject:** Re: How view full build log?

Posted by [Klugier](#) on Wed, 08 Jun 2022 18:55:00 GMT

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Hello,

On the main ThelDE toolbar select "Setup -> Be verbose". Please let me know if you will get more reasonable error output on the console.

Klugier

**File Attachments**

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1) [Screenshot 2022-06-08 205427.png](#), downloaded 361 times

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**Subject:** Re: How view full build log?

Posted by [neo\\_in\\_matrix](#) on Thu, 09 Jun 2022 03:07:37 GMT

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It seems I had a wrong BM configured.

After turning on "Be verbose" I see that TheIDE is invoking "i686-w64-mingw32-c++-windres.exe" which does not exit.

The "Compiler name" field should be empty because other compilers except the bundled CLANGs do not have strict i686-w64-mingw32-c++ prefix. Thus they do not have i686-w64-mingw32-c++-windres.exe and hence causing the build error.

But the error is still quite misleading because it does not state that it could not find the expected executable. It only reports there were errors and did not even mention where was wrong.

```
----- SQLite ( MAIN GCC DEBUG DEBUG_FULL WIN32 )
cd C:\Build\test\upp\purec\SQLite
sqlite3.rc
i686-w64-mingw32-windres.exe -i "C:\Build\test\upp\purec\SQLite\sqlite3.rc" -o
"C:/Build/test/upp/purec/out/purec/S
    QLite/winlibs32.Debug.Debug_Full.Main.Noblitz\sqlite3.rc$rc.o"
--include-dir="C:\Build\test\upp\purec" --includ
    e-dir="C:\apps\gnu\upp\uppsrc"
--include-dir="C:/Build/test/upp/purec/out/purec/SQLite/winlibs32.Debug.Debug_Fu
    ll.Main.Noblitz" -DflagMAIN -DflagGCC -DflagDEBUG -DflagDEBUG_FULL -DflagWIN32
-D_DEBUG
compiled in (0:00.00)
shell.c
i686-w64-mingw32-c++ -c -I"C:\Build\test\upp\purec" -I"C:\apps\gnu\upp\uppsrc"
-I"C:/Build/test/upp/purec/out/pure
    c/SQLite/winlibs32.Debug.Debug_Full.Main.Noblitz" -DflagMAIN -DflagGCC -DflagDEBUG
-DflagDEBUG_FULL -DflagWIN32
    -ggdb -g2 -static -fexceptions -D_DEBUG -O0 -x c "C:\Build\test\upp\purec\SQLite\shell.c" -o
"C:/Build/test
    /upp/purec/out/purec/SQLite/winlibs32.Debug.Debug_Full.Main.Noblitz\shell.c.o"
compiled in (0:00.04)
sqlite3.c
i686-w64-mingw32-c++ -c -I"C:\Build\test\upp\purec" -I"C:\apps\gnu\upp\uppsrc"
-I"C:/Build/test/upp/purec/out/pure
    c/SQLite/winlibs32.Debug.Debug_Full.Main.Noblitz" -DflagMAIN -DflagGCC -DflagDEBUG
-DflagDEBUG_FULL -DflagWIN32
    -ggdb -g2 -static -fexceptions -D_DEBUG -O0 -x c "C:\Build\test\upp\purec\SQLite\sqlite3.c"
-o "C:/Build/te
    st/upp/purec/out/purec/SQLite/winlibs32.Debug.Debug_Full.Main.Noblitz\sqlite3.c.o"
compiled in (0:00.00)
C:\apps\gnu\winlibs\mingw32\bin\i686-w64-mingw32-c++.exe -c -I"C:\Build\test\upp\purec"
-I"C:\apps\gnu\upp\uppsrc"
    -I"C:/Build/test/upp/purec/out/purec/SQLite/winlibs32.Debug.Debug_Full.Main.Noblitz"
-DflagMAIN -DflagGCC -Dfl
    agDEBUG -DflagDEBUG_FULL -DflagWIN32 -ggdb -g2 -static -fexceptions -D_DEBUG -O0
-x c "C:\Build\test\upp\pure
    c\SQLite\shell.c" -o
```

```
"C:/Build/test/upp/purec/out/purec/SQLite/winlibs32.Debug.Debug_Full.Main.Noblitz\shell.c
.o"
C:\apps\gnu\winlibs\mingw32\bin\i686-w64-mingw32-c++.exe -c -I"C:\Build\test\upp\purec"
-I"C:\apps\gnu\upp\uppsrc"
-I"C:/Build/test/upp/purec/out/purec/SQLite/winlibs32.Debug.Debug_Full.Main.Noblitz"
-DflagMAIN -DflagGCC -Dfl
agDEBUG -DflagDEBUG_FULL -DflagWIN32 -ggdb -g2 -static -fexceptions -D_DEBUG -O0
-x c "C:\Build\test\upp\pure
c\SQLite\sqlite3.c" -o
"C:/Build/test/upp/purec/out/purec/SQLite/winlibs32.Debug.Debug_Full.Main.Noblitz\sqlit
e3.c.o"
SQLite: 2 file(s) built in (0:06.95), 3477 msec / file
```

There were errors. (0:06.96)

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