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Subject: Emscripten compilation & linking

Posted by [frederik.dumarey](#) on Fri, 10 Apr 2026 21:55:42 GMT

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I'm trying to use TheIDE as build method for emcc.

Emcc has been setup correctly, with all path environment variables. So emcc --version is working fine.

I added a build method with some settings:

builder: gcc

compiler name: emcc

common options: -o output.html

common c++ options: -s WASM=1 -O3

INCLUDE dir to emscripten\system\include

BIN dir to emscripten\system\bin

But when I'm building using this method CTRL-F7 or F7 I get some directories created, but never the html,js and wasm files.

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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.

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Best regards,  
Oblivion

## File Attachments

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1) [Ekran Görüntüsü 2026-04-11 11-38-52.png](#) , downloaded 85 times

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

```
WasmText.cpp
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/Gelistirme/upp/.cache/upp.out/Projects/WebAssemblyTest.Debug.Debug_
```

Subject: Re: Emscripten compilation & linking  
Posted by [frederik.dumarey](#) on Sat, 11 Apr 2026 14:31:15 GMT  
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Hello Oblivion,

Thanks! Works perfectly.

Great to read that Core is already ported, can't wait to see CtrlLib ported too ;)

With your settings you get the Javascript and the Wasm file right, if somebody wants a html test file, just add the `-o output.html` setting, and you get a html file which you can serve using a local web server with `python -m http.server [port]`. Run the last command in the directory where the html, js and wasm file have been compiled.

This will be added to the book. Just for your information: I also made an example with the SDL library for a GUI tutorial, also working fine with this options.

Regards,  
Frederik.

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