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.

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 explicity 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";

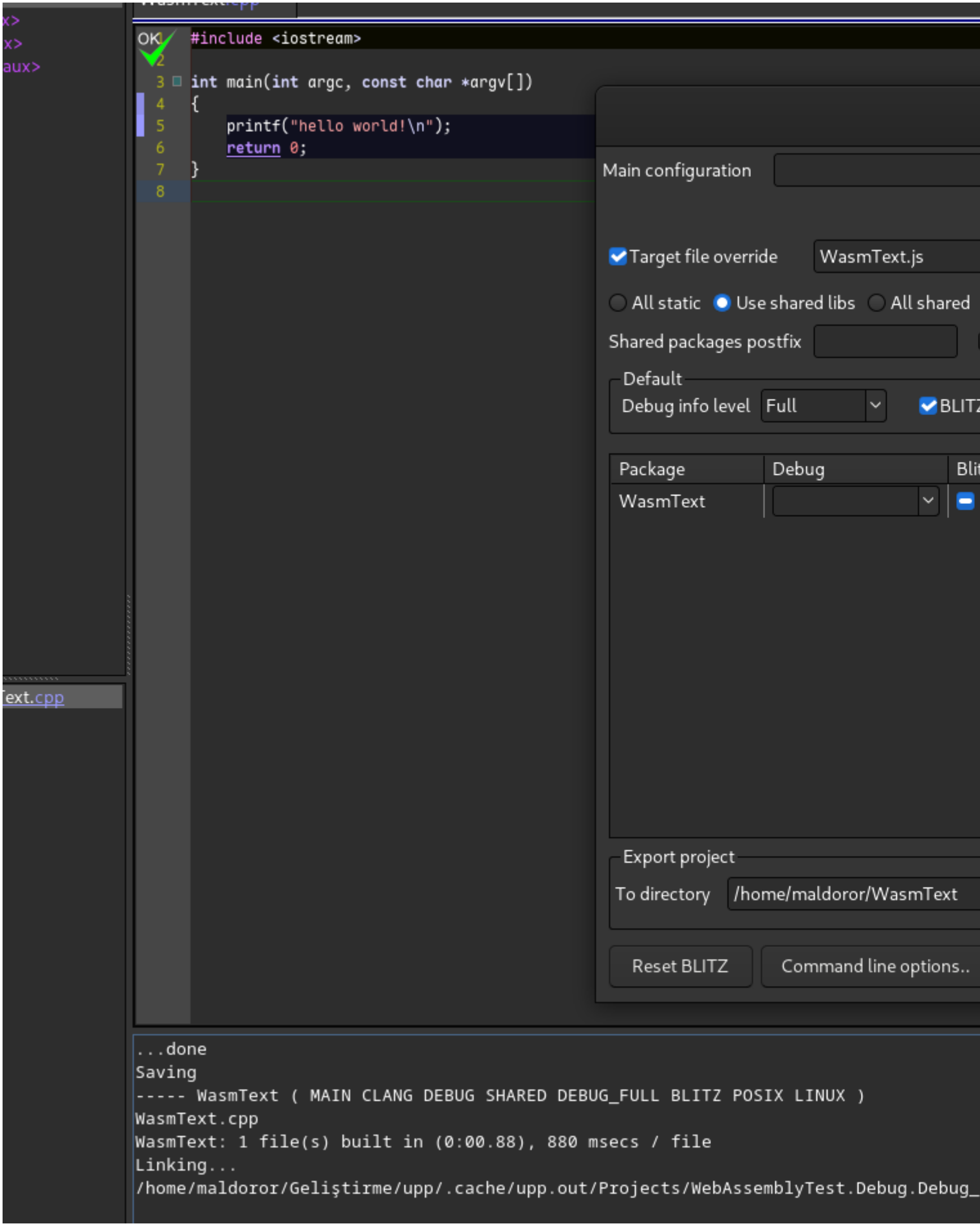
Path:
LIB = "/usr/lib/emscripten/system/lib;/lib";

This is for archlinux, but the correct paths should be similar in other distros or on windows.

Best regards,
Oblivion

File Attachments

1) Ekran Görüntüsü 2026-04-11 11-38-52.png , downloaded 552 times


OK
#include <iostream>
int main(int argc, const char *argv[])
{
printf("hello world!\n");
return 0;
}
Main configuration
Target file override
WasmText.js
All static
Use shared libs
All shared
Shared packages postfix
Default
Debug info level
Full
Package
Debug
WasmText
Export project
To directory
/home/maldoror/WasmText
Reset BLITZ
Command line options..
...done
Saving
----- WasmText (MAIN CLANG DEBUG SHARED DEBUG_FULL BLITZ POSIX LINUX)
WasmText.cpp
WasmText: 1 file(s) built in (0:00.88), 880 msecs / file
Linking...
/home/maldoror/Geliştirme/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.

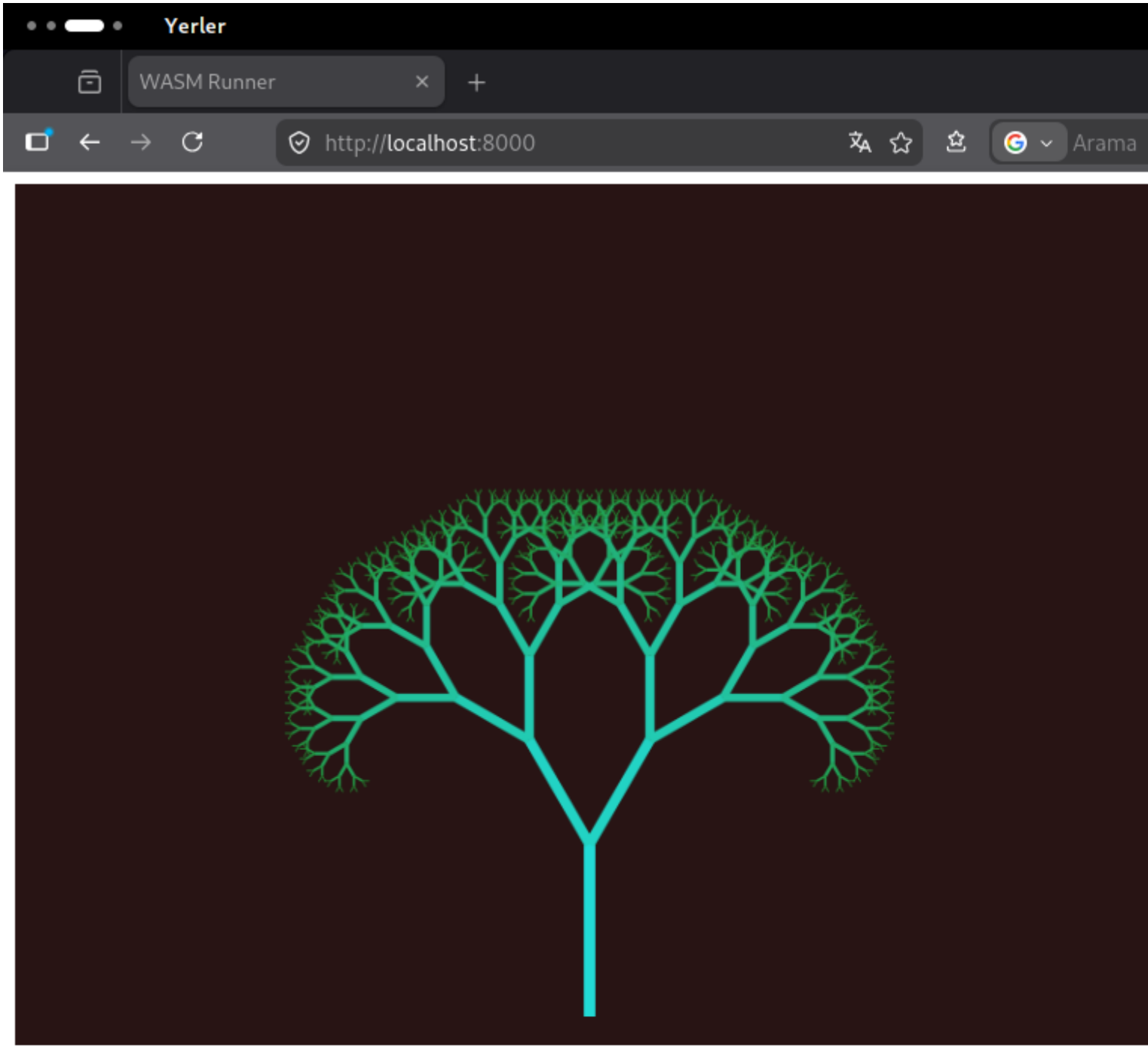
Subject: Re: Emscripten compilation & linking
Posted by Oblivion on Sat, 27 Jun 2026 20:17:00 GMT
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Long time no news. Until now. :)
Another milestone reached on the WebAssembly front: Draw and Painter are now native WASM citizens.
The road has been long, but the results speak for themselves: full 2D rendering, right in the browser, powered by U++. 8)

More to come. Stay tuned.

Best regards,
Oblivion

File Attachments
1) Ekran Görüntüsü 2026-06-27 22-49-09.png , downloaded 412 times


Yerler
WASM Runner
http://localhost:8000
Arama

Subject: Re: Emscripten compilation & linking
Posted by frederik.dumarey on Sun, 28 Jun 2026 08:38:30 GMT
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Great news!