
Subject: Emscripten compilation & linking
Posted by [frederik.dumarey](#) on Fri, 10 Apr 2026 21:55:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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.

Best regards,
Oblivion

File Attachments

1) [Ekran Görüntüsü 2026-04-11 11-38-52.png](#) , downloaded 173 times

x>
x>
aux>

```
OK ✓ #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/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
[View Forum Message](#) <> [Reply to Message](#)

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.
