Subject: Help: custom build
Posted by mobilehunter on Mon, 06 Nov 2006 05:48:16 GMT
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Hi,

I just try Ultimate++ last week, i want to create a GUI for my console app.

One of my files is an .asm file, which i compile using nasm under custom build at VisualStudio IDE, and the IDE will link the object with the rest of normal cpp object automatically.

How to do the same thing with Ultimate++?

Thanks,
Reza

Subject: Re: Help: custom build
Posted by fallingdutch on Mon, 06 Nov 2006 06:14:48 GMT
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Hello Reza,

as far as I know (never used it) you can do this with custom Build steps (Press F1 for Help and go to "TheIDE help"->"Congfiguring Packages and Assemblies"->"Custom Build Steps"

right click in the upper part and choose "Append Row", give it a name and tell it the extension (.asm, i guess).
In the next part enter the command you want to be run (have a look at the screenshot in the Help) at last tell TheIDE which files will be created by that build step.

I don't know wether you have to add something to your package configuration so TheIde will use your output.

Good luck,
Bas

Subject: Re: Help: custom build
Posted by mobilehunter on Mon, 06 Nov 2006 07:29:22 GMT
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Thanks for the reply,
I just try with hardcoded value for directory input,output,filename etc. the invoked nasm form TheIDE++ can compile the .asm file.

Below is the command from VS IDE:

nasm -f win32 -DPREFIX -I $(InputDir)\ -o "$(IntDir)\$(InputName)".obj "$(InputPath)"
Translated to plain english below:
nasm -f win32 -DPREFIX -I c:\Work\MyProject\asm\\ -o "Debug\myasmfile".obj "c:\Work\MyProject\asm\myasmfile.asm"

How to achive the samething with TheIDE++?

Subject: Re: Help: custom build
Posted by mirek on Mon, 06 Nov 2006 08:44:44 GMT
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fallingdutch wrote on Mon, 06 November 2006 01:14
I don't know wether you have to add something to your package configuration so TheIde will use your output.

You have to list output files - those of them with the right extension (.cpp/.c/.lib/.obj) are processed into executable.

Mirek

Subject: Re: Help: custom build
Posted by mirek on Mon, 06 Nov 2006 08:49:48 GMT
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mobilehunter wrote on Mon, 06 November 2006 02:29nasm -f win32 -DPREFIX -I $(InputDir)\ -o "$(IntDir)\$(InputName)".obj "$(InputPath)"

It is quite similar for custom build steps - you put above into "Commands" pane (of course, $(InputDir) etc variables are different, there are buttons in dialog that list all options).

You have to put "$(IntDir)\$(InputName)".obj equivalent - which actually is

"$(OUTDIR)/$(FILE).obj"

into output files section.

Mirek

P.S.: We should perhaps consider adding direct .asm support to U++ builders - the only question is how to do that reasonable compiler and platform independent...

Does nasm support mingw? Does it work in Linux?

Subject: Re: Help: custom build
Posted by mobilehunter on Mon, 06 Nov 2006 10:01:30 GMT
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Hi thanks Mirek,

I didn't see the button.
Now i can use some variables for TheIDE++.
I use "$(OUTDIR)/$(TITLE).obj" instead.

I haven't try nasm with linux. But i guess it works.

Subject: Re: Help: custom build
Posted by koldo on Wed, 06 Feb 2013 13:52:35 GMT
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Hello all

Sorry for recycling this old post.

I have tried to compile an asm file without success. I include you the custom build steps.

Are they ok?

File Attachments
1) div.jpg, downloaded 482 times

Subject: Re: Help: custom build
Posted by mirek on Wed, 06 Feb 2013 13:57:53 GMT
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Why do not you activate verbose mode?

Mirek
