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Subject: Syntax for environment variable in compiler/linker options?

Posted by [avpavp](#) on Fri, 08 Jan 2010 12:48:10 GMT

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how do I add an include dir for the compiler as an environment variable?

in Visual Studio, I would use -I"\${DXSDK\_DIR}" and this is expanded to the full dir, but this does not get expanded in the IDE. Is there a way to handle this?

Thanks

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Subject: Re: Syntax for environment variable in compiler/linker options?

Posted by [mr\\_ped](#) on Fri, 08 Jan 2010 14:45:17 GMT

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I'm not sure whether there's a way to expand env variables, but I think the build methods configuration is the U++ way of solving this. Unless you keep changing that path often, it should be enough for you as well?

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Subject: Re: Syntax for environment variable in compiler/linker options?

Posted by [avpavp](#) on Fri, 08 Jan 2010 18:00:14 GMT

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Ok, I understand. This will do for now.

Thanks.

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