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 theIDE. Is there a way to handle this?

Thanks

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?

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.