Subject: what is "fixed flags" for?
Posted by piotr5 on Fri, 19 Apr 2013 10:49:53 GMT

I added -std=c++0x to the fixed flags got a funny error. obviously this option in the build-methods-setup is just setting up a definition named flag<something> where <something> is what you entered there, and additionally the output-directory changes accordingly. wouldn't it be more useful if the sting entered there would go into commandline directly without "flag", but still as a define-option? of course then rename it into "fixed defines" or something. then for example you could alter the way stl gets compiled on a global scale, even when upp-packages wont get used...

Subject: Re: what is "fixed flags" for?
Posted by dolik.rce on Fri, 19 Apr 2013 15:27:21 GMT

Hi piotr5,

The "fixed flags" only affects (as the name suggest) build flags. To specify compiler options for debug mode, you can use "debug options". To set options for both debug and release modes, you simply add the options directly in the "compiler name" field (e.g.: 'gcc -std=c++0x').

Best regards,
Honza

PS: Almost forgot to answer your question Fixed flags in debug mode can be used e.g. to allow some extra logging (using #ifdef flagXYZ inyour code) for given build method. Than you can switch such functionality on/off simply by switching between two, otherwise same, build methods. At least that is what I use it for sometimes...