Subject: [Question]What is the command line for the Visual C++ compiler
Posted by crydev on Sun, 29 Sep 2013 15:31:11 GMT
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Hello,

I have a question about the U++ IDE. I am using the Visual C++ 2010 compiler, and mostly the debugger builtin Visual Studio. I have already posted a workaround to get U++ compiled under Visual Studio, but this only worked partially, as for example, the icpp files are not properly linked.

My question is: What options does U++ additionally pass to the compiler and linker and why? I would like to try porting it fully to Visual Studio, also because I never use the GUI designer anyway. Besides that, I am also interested in the options it passes and how it may be manipulated to fit my needs.

Thanks in advance!

Subject: Re: [Question]What is the command line for the Visual C++ compiler
Posted by dolik.rce on Sun, 29 Sep 2013 17:05:56 GMT
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Hi crydev,

If you need to see complete compilation/linking commands, check Setup > Be verbose in TheIDE. It will show all executed commands in the console.

Best regards,
Honza

Subject: Re: [Question]What is the command line for the Visual C++ compiler
Posted by crydev on Sun, 29 Sep 2013 21:13:40 GMT
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Thanks Honza,

This made me able to see the options passed. I also figured out how to link it properly in Visual Studio so it works like it should.

I posted the solution in my other thread:

http://www.ultimatepp.org/forum/index.php?t=msg&goto=408 81&#msg_40881