Subject: [Compilation] Include .asm files in build
Posted by crydev on Sun, 23 Mar 2014 11:09:37 GMT
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Hello,

I've been coding on an application that needed and will need .asm files included in the build in the future. I found a thread of how to create custom build steps to compile .asm files. I followed it but I could not get it to work.

Is it possible to get .asm files compiled automatically with a build in the future? It'd be really useful.

Regards,
crydev

Subject: Re: [Compilation] Include .asm files in build
Posted by dolik.rce on Sun, 23 Mar 2014 14:42:55 GMT
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crydev wrote on Sun, 23 March 2014 12:09Hello,

I've been coding on an application that needed and will need .asm files included in the build in the future. I found a thread of how to create custom build steps to compile .asm files. I followed it but I could not get it to work.

Is it possible to get .asm files compiled automatically with a build in the future? It'd be really useful.

Regards,
crydev
Hi crydev,

In my experience, the custom build steps are quite powerful tool. I haven't What have you tried? And why it didn't work?

It should be certainly easier to figure that out, than adding .asm support to all the supported builders Not even talking about fact that there is several asm dialects and it would be probably quite difficult to guess which compiler to use for what file...

Best regards,
Honza

Subject: Re: [Compilation] Include .asm files in build
Posted by crydev on Wed, 26 Mar 2014 07:58:10 GMT

Hi Honza,

Thank you for your reply. I tried the build steps I found in this thread some time ago. However, I couldn't get it to work.

http://www.ultimatepp.org/forum/index.php?t=msg&goto=390 12&

I got the 32-bit build step for .asm files to work now. However, the x64 build does not work. It executes ml.exe in favor of ml64.exe. I included the correct bin directories for building x64 code ofcourse.

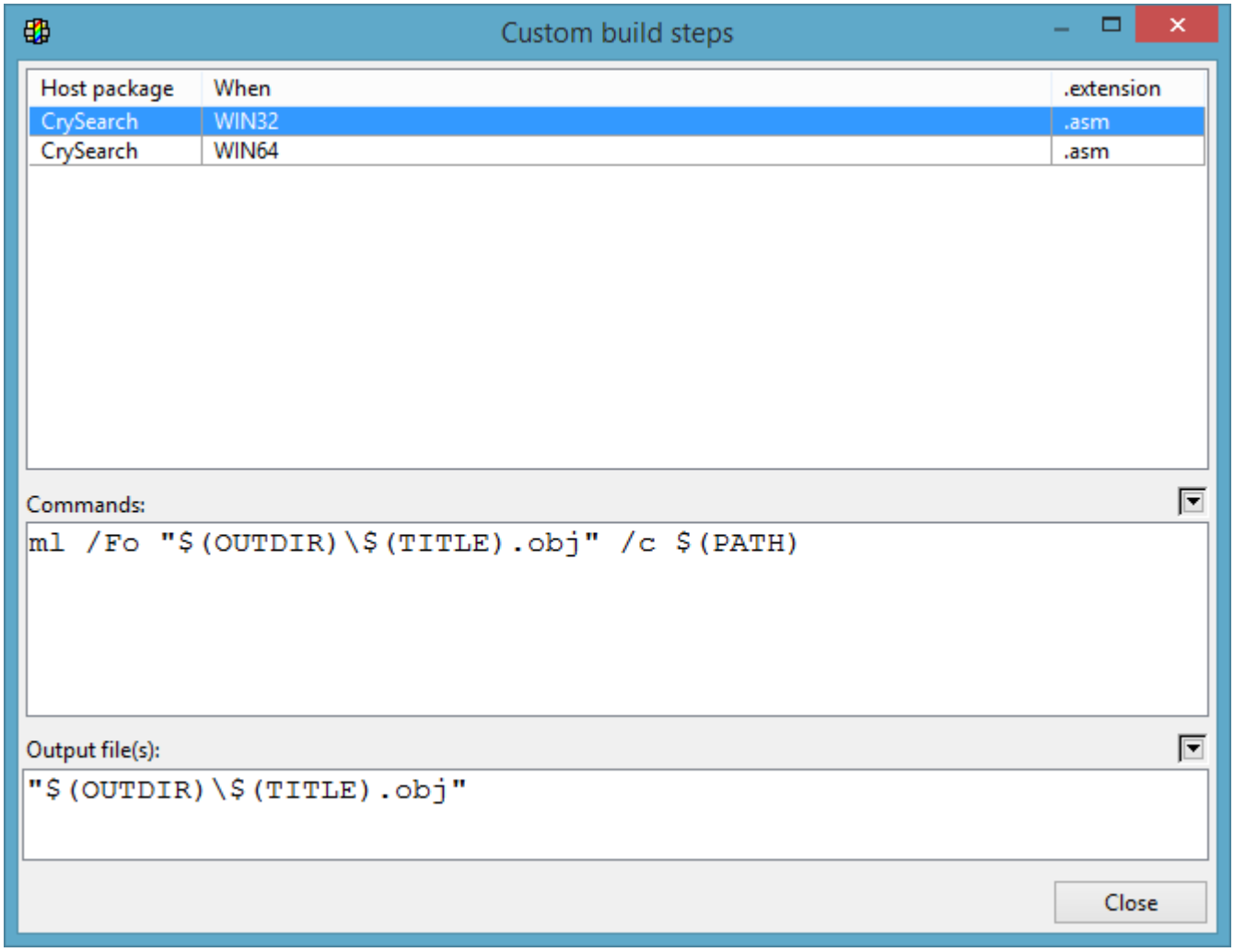
The compiler is VC10 for both architectures and it works fine with C and C++ code. However, the MASM compilation build step for x64 doesn't. The only difference between the command is using 'ml64' instead of 'ml'. What am I doing wrong?

Regards,

crydev

File Attachments

1) Capture.PNG, downloaded 1048 times



Subject: Re: [Compilation] Include .asm files in build
Posted by dolik.rce on Wed, 26 Mar 2014 09:01:20 GMT
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That sounds like some problem whit the evaluation of flags... Could you also post verbose output of the build from TheIDE console?

Thanks,
Honza

Subject: Re: [Compilation] Include .asm files in build
Posted by crydev on Wed, 26 Mar 2014 17:32:23 GMT
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Hi Honza,

I saw the flag of my compiler being MSC10X64 so I tried to use that as flag. However, it didn't work either. The log of my compilation is written below. To be honest I think its not a very good thing that I am not able to see the output of the ml.exe command.

strcmp_sse42.asm
ml /Fo
"E:/upp/out/MyApps/CrySearch/VC10x64.Debug.Debug_Full.Gui.Main.Mt.Noblitz.Noi18n.Sse2\strcmp_sse42.obj" /c E:\upp\CrySearch\strcmp_sse42.asm
ml /Fo
"E:/upp/out/MyApps/CrySearch/VC10x64.Debug.Debug_Full.Gui.Main.Mt.Noblitz.Noi18n.Sse2\strcmp_sse42.obj" /c E:\upp\CrySearch\strcmp_sse42.asm
Exitcode:
FAILED: ml /Fo
"E:/upp/out/MyApps/CrySearch/VC10x64.Debug.Debug_Full.Gui.Main.Mt.Noblitz.Noi18n.Sse2\strcmp_sse42.obj" /c E:\upp\CrySearch\strcmp_sse42.asm

There were errors. (0:00.14)

Subject: Re: [Compilation] Include .asm files in build
Posted by dolik.rce on Wed, 26 Mar 2014 19:16:09 GMT
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Hi crydev,

Now we're getting somewhere

Based on the output, it seems that the flag for your compiler is VC10X64 rather than MSC10X64. Don't ask me why, I'm haven't seen theide on windows for years So, you can try with VC10X64.

If that doesn't help, you can try specifying bit more elaborate tricks with flags. They support some basic expressions, so you can try things like !WIN32 or even better !WIN32 & !POSIX. If that doesn't work either, I'll probably have to get a windows machine to try myself, because this behavior would seem rather suspicious

Honza

Subject: Re: [Compilation] Include .asm files in build
Posted by crydev on Thu, 27 Mar 2014 07:22:26 GMT
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Hi Honza,

When I use the compiler flag (VC10(X64)) as flag for the When field it doesn't execute the build step at all. It seems like WIN32 is defined in 32-bit compilation mode as well as in 64-bit mode. Is there a flag that is not defined in 32 that is in 64?

Regards,
crydev

Subject: Re: [Compilation] Include .asm files in build
Posted by dolik.rce on Thu, 27 Mar 2014 09:40:18 GMT
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crydev wrote on Thu, 27 March 2014 08:22Hi Honza,

When I use the compiler flag (VC10(X64)) as flag for the When field it doesn't execute the build step at all. It seems like WIN32 is defined in 32-bit compilation mode as well as in 64-bit mode. Is there a flag that is not defined in 32 that is in 64?

Regards,
crydev

Ok, I was little afraid of this

But there might be quite simple workaround... You can add flags to build method. Go to Setup > Build Methods and select your 64bit method. Add something like 64BIT to "fixed flags" fields (better into all three, the Common fixed flags one seems broken right now :-/). Then do the similar thing for the 32bit build method. After that it should be possible to use 32BIT/64BIT flags in custom build steps.

I hope this will finally work

Honza

PS: There were some changes in the build methods dialog not very long ago. You might want to update your theide to some recent nightly version...