
Subject: Environment variables?

Posted by [rxantos](#) on Wed, 07 May 2014 05:34:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there any way to tell TheIde to set an environment variables during a build?

Subject: Re: Environment variables?

Posted by [dolik.rce](#) on Wed, 07 May 2014 06:20:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

rxantos wrote on Wed, 07 May 2014 07:34: Is there any way to tell TheIde to set an environment variables during a build?

Hi,

May I ask you why would you need that? Only reason I can see is to influence the build tools in some way that cannot be set using command line parameters. But I'm not aware of any such feature in any of the compilers that I'm familiar with. Unless you need this for custom build step, but in such case it can be done in the build step definition...

That said, I think there is currently no way to do that. But it would be quite easy to compile your own theide with this special capability added

Best regards,
Honza

Subject: Re: Environment variables?

Posted by [zhdzhv](#) on Fri, 20 Jan 2017 13:28:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

dolik.rce wrote on Wed, 07 May 2014 08:20: May I ask you why would you need that?

Hi, I had the same question (before I had read your answer), and I can explain why I need this feature. I'm trying to use standalone msvc2015 toolchain without visual studio itself, and before running cl.exe or any other build tool I have to set PATH variable properly. And I can't set it globally and forever because there are older visual studios installed. Thus it would be nice if TheIde could do it every time when build started.

Subject: Re: Environment variables?

Posted by [dolik.rce](#) on Fri, 20 Jan 2017 20:50:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi zhdzhv,

Welcome to the forum

zhdzhv wrote on Fri, 20 January 2017 14:28 I'm trying to use standalone msvc2015 toolchain without visual studio itself, and before running cl.exe or any other build tool I have to set PATH variable properly.

Are you sure it is not enough to set the path in the build method? See Setup > Build methods > "PATH - executable directories". You can insert new director using a right click in this pane and selecting Append row. I think this should be just what you need

Also, isn't MSVC2015 supported by the autosetup tool? This is actually question for someone else to answer, as I'm not a windows user

Best regards,
Honza

Subject: Re: Environment variables?
Posted by [zhdzhv](#) on Sat, 21 Jan 2017 06:07:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, it's enough, thank you. Wonder why didn't I try before asking.

I even didn't try autosetup because msvc2015 just not installed. I use EWDK instead, it doesn't require any installation, it unpacked to some folder and ready to use. There one batch file which sets PATH and some other variables, and then one can use command line to launch msbuild or manually run cl.exe, link.exe and others.

If somebody will decide to try this toolchain with upp, here screenshot of my initial (just to build examples) settings (win7 x64, x64 target, ewdk placed in c:\ewdk folder):

File Attachments

1) [s.png](#), downloaded 690 times

Build methods

Method: EWDCx64 (selected), EWDCx86

Builder: MSC15X64

Tools: Compiler name: cl, External debugger: msdev

Common options: -GF -arch:AVX -Z7 -bigobj -nologo -W4 -errorReport:none

Common C++ options:

Common C options:

Common link options: -errorReport:none -MACHINE:x64

Common fixed flags:

Debug mode defaults: Default debug info level: [dropdown], Use BLITZ, All static, Shared libs, A

Debug options: -Od

Debug fixed flags:

Debug link options:

Release mode defaults: Use BLITZ, All static, Shared libs, A

Optimize for speed: -O2

Optimize for size: -O1

Release fixed flags:

Release link options:

Allow precompiled headers

PATH - executable directories | INCLUDE directories | LIB directories

C:\EWDK\System64
 C:\EWDK\Program Files\Windows Kits\10\bin\x64
 C:\EWDK\Program Files\Microsoft Visual Studio 14.0\VC\bin\amd64
 C:\EWDK\Program Files\Microsoft Visual Studio 14.0\VC\redist\x64\Microsoft.VC140.CRT
 C:\EWDK\Program Files\Windows Kits\10\Redist\ucrt\DLLs\x64

PATH - executable directories | INCLUDE directories | LIB directories

C:\EWDK\Program Files\Microsoft Visual Studio 14.0\VC\include
 C:\EWDK\Program Files\Windows Kits\10\Include\10.0.14393.0\shared
 C:\EWDK\Program Files\Windows Kits\10\Include\10.0.14393.0\ucrt
 C:\EWDK\Program Files\Windows Kits\10\Include\10.0.14393.0\um

PATH - executable directories | INCLUDE directories | LIB directories

C:\EWDK\Program Files\Microsoft Visual Studio 14.0\VC\lib\amd64
 C:\EWDK\Program Files\Windows Kits\10\Lib\10.0.14393.0\ucrt\x64
 C:\EWDK\Program Files\Windows Kits\10\Lib\10.0.14393.0\um\x64

Lock link mode

Script file: [text box]

Store all target files in the same directory

Lock link mode

Script file: [text box]

Lock link mode

Script file: [text box]