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Subject: Re: Add/Remove flags disfunction [BUG?]  
Posted by [omari](#) on Wed, 19 Mar 2014 23:46:57 GMT  
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Hi,

there is a set of flags added in "ide/Core/Host.cpp"  
this flags is defined at theide compile time, regardless of the current configuration.

```
void LocalHost::AddFlags(Index<String>& cfg)
{
#if defined(PLATFORM_WIN32)
    cfg.Add("WIN32");
#endif

#ifdef PLATFORM_LINUX
    cfg.Add("LINUX");
#endif

#ifdef PLATFORM_POSIX
    cfg.Add("POSIX");
#endif
```

...

if theide is compiled under Linux, then the flags LINUX and POSIX are always defined, even with a build method that define WIN32 only (for example).

this methode is called in "ide/Builders/Build.cpp",

```
Index<String> MakeBuild::PackageConfig(const Workspace& wspc, int package,
                                     const VectorMap<String, String>& bm, String mainparam,
                                     Host& host, Builder& b, String *target)
{
...
    host.AddFlags(cfg);
    b.AddFlags(cfg);
...
}
```

Hope it helps!

best regards

omari.

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