
Subject: Re: Building applications

Posted by [normvcr](#) on Wed, 12 Aug 2020 02:17:03 GMT

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Thank you for the replies! Here is a screen shot of my Build Methods. As you can see, there are no folders listed under LIB directories. The folders that you are showing are under C:\Upp\Clang, these do not seem to be the implementation libraries for Ultimate++. For example, why are the SDL libraries stored under C:\Upp? Are these not generic SDL implementation libraries? It seems to me that Ultimate++ does not provide a way to create the Ultimate++ libraries....?? Or, do I need to run umk on each package, individually, to create these libraries?

File Attachments

1) [Screenshot from 2020-08-11 19-01-57.png](#), downloaded 741 times

Build methods

Method

CLANG

GCC

Builder: GCC

Compiler name clang++

External debugger gdb

Common options

Common C++ options -std=c++14 -Wno-logical-op-parentheses

Common C options

Common link options

Common fixed flags

Debug mode defaults

Default debug info level: Full ☒ Use BI ☐

Debug options -O0

Debug fixed flags

Debug link options

Release mode defaults

☐ Use BLITZ ☐

Release options -O3 -ffunction-sections -fdata-sections

Release fixed flags

Release link options -Wl,--gc-sections

☐ Allow precompiled headers ☐ Disable BLITZ

PATH - executable directories

INCLUDE directories

LIB directories

☐ Lock link mode

Script file:

☒ Store all target files
in the same directory

Set as default