

Subject: : CodeBench

Topic: : Codebench and C++

Re: Codebench and C++

Author: : Steady

Date: : 2020/1/13 12:52:15

URL:

@arfcarl

Hey arfcarl.

I have had a look at the configuration for a C++ project I am working on and the below config works for me with GCC 8.1.0. I imagine it will work with 8.3.0 but I don't want to upgrade in the middle of a project so haven't done it yet.

Sorry there are no images. I'm not sure how to upload them here. If someone were to tell me how it's done without hosting them, that would be handy 😊

G++ Version Info:

g++ (adtools build 8.1.0) 8.1.0

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warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

Make Tab Settings:

There is nothing special here, though I manage my own Makefile once the basic skeleton is generated.

I leave the Create Makefile unticked.

Builder name is "SDK:c/make -f"

Makefile name is "Makefile" though obviously change the name if yours is different.

Compiler Tab Settings:

Compiler name is set to "Specify >>" and the name supplied is "gcc:bin/g++"

I don't have anything further here that is special.

Target Settings:

I set up a target with the settings below ...

Linker Name is "gcc:bin/g++"

Linker Switches is "-lstdc++"

Objects and libs specified as needed, though most is in the makefile.

The Makefile contains the following which may assist in your setup. It was originally generated automatically, then I edited it accordingly and stopped it generating automatically:

I also use Hans's debugging harness which is pretty handy.

Hope it all helps.

Cheers, Steady.

```
=====
#
# HexSee Makefile
#
#####
##
##//// Objects
##
#####
HexSee_OBJ := \
HexSee.o \
RSApplication.o RSPProcess.o RSTask.o \
RSWindow.o HSMainWin.o \
Debug.o retrami.o \
HexGadget.o
#####
##
##//// Variables and Environment
##
#####
CCPP := gcc:bin/g++
CC := gcc:bin/gcc
TARGET := HexSee
INCPATH := -I.
CPPFLAGS := $(INCPATH) -gstabs -mcrt=clib2 -athread=native
CFLAGS := $(INCPATH) -gstabs -mcrt=clib2 -athread=native
DFLAGS :=
# ----- UNCOMMENT DIFFERENT DFLAG LINES TO CHANGE THE LOGGING BEHAVIOUR -----
# DFLAGS for logging all debug messages
DFLAGS := -DDEBUG -DTARGET="$(TARGET)"
# DFLAGS for static debug level
#DFLAGS := -DDEBUG -DDEBUG_LOGLEVEL=DBG_WARNING -DTARGET="$(TARGET)"
# DFLAGS for user settable logging level
#DFLAGS := -DVARLEVEL_DEBUG -DTARGET="$(TARGET)"
#####
##
```

General rules

##

#####

.PHONY: all all-before all-after clean clean-custom realclean

all: all-before HexSee all-after

all-before:

You can add rules here to execute before the project is built

@echo "Copying latest binary and header from HexGadget project"

copy /HexGadget/HexGadget.h HexGadget.h

copy /HexGadget/HexGadget.o HexGadget.o

all-after:

You can add rules here to execute after the project is built

clean: clean-custom

@echo "Cleaning compiler objects..."

@rm -f #?.o

realclean:

@echo "Cleaning compiler objects and targets..."

@rm -f #?.o HexSee

#####

##

Targets

##

#####

HexSee: \$(HexSee_OBJ)

@echo "Linking HexSee"

@\$(CCPP) -o HexSee \$(HexSee_OBJ) \$(DFLAGS) \$(CPPFLAGS)

@echo "Removing stale debug target: HexSee"

@rm -f HexSee.debug

#####

##

Standard rules

##

#####

A default rule to make all the objects listed below

because we are hiding compiler commands from the output

.c.o:

@echo "Compiling \$<"

@\$(CC) -std=c11 -c \$< -o \$*.o \$(DFLAGS) \$(CFLAGS)

```
.cpp.o:  
@echo "Compiling $<"  
@$(CCPP) -std=c++14 -c $< -o $*.o $(DFLAGS) $(CPPFLAGS)  
  
#  
# C++ 2014  
#  
RSTask.o: RSTask.cpp RSTask.h retrami.h  
RSProcess.o: RSProcess.cpp RSProcess.h RSTask.h retrami.h  
RSApplication.o: RSApplication.cpp RSApplication.h RSProcess.h RSTask.h retrami.h  
HexSee.o: HexSee.cpp HexSee.h RSApplication.h RSProcess.h RSTask.h retrami.h  
RSWindow.o: RSWindow.cpp RSWindow.h retrami.h  
HSMainWin.o: HSMainWin.cpp HSMainWin.h RSWindow.h retrami.h  
  
#  
# C 2011  
#  
debug.o: Debug.c Debug.h  
retrami.o: retrami.c retrami.h
```