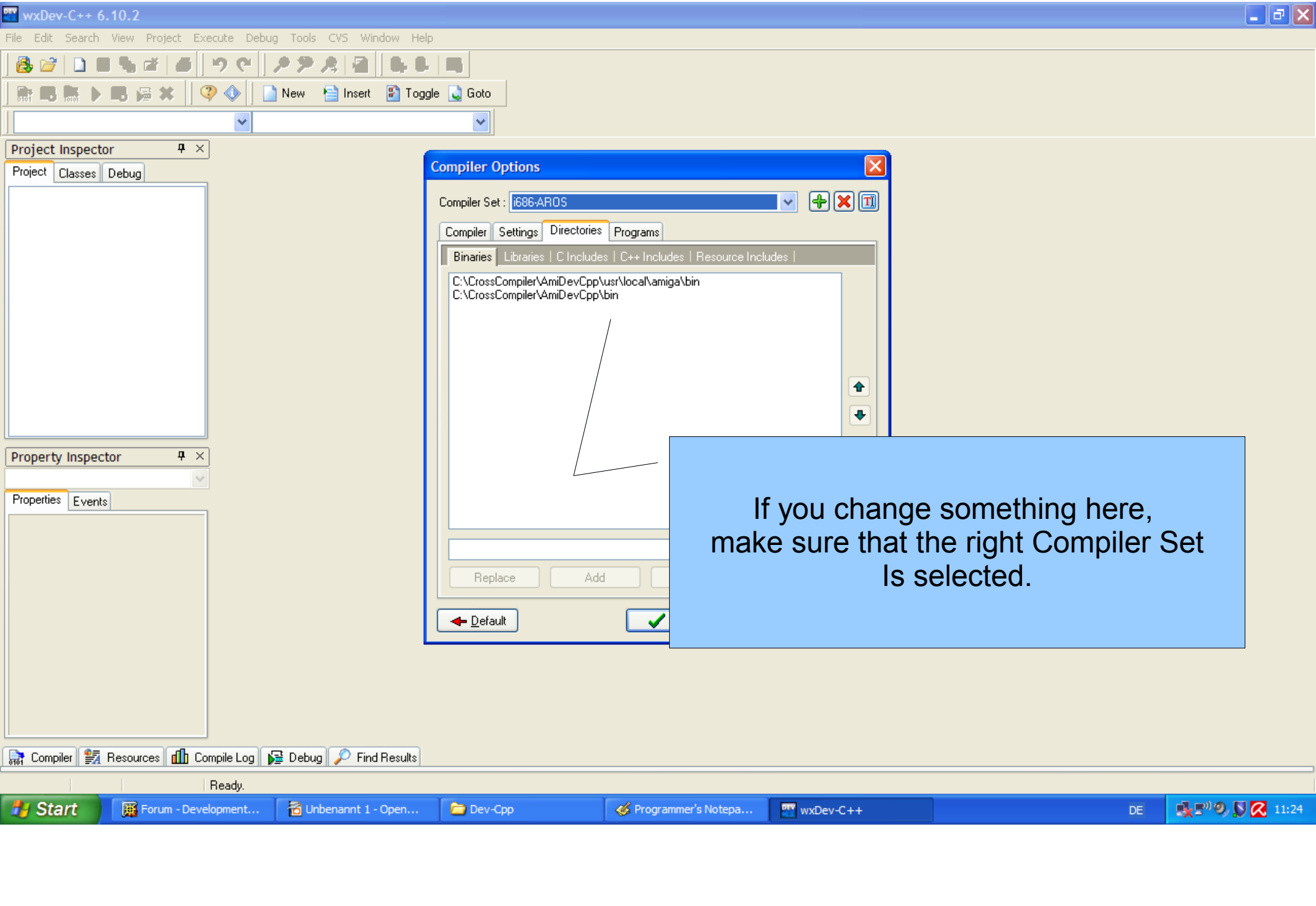


In the Tools menu, you can change the Compiler Settings like Path, Includes and Libraries **globally**.

Don't change anything here if you don't know what you are doing !



Project Inspector

Project Classes Debug

Property Inspector

Properties Events

Compiler Options

Compiler Set: i686-AROS

Compiler Settings Directories Programs

Binaries Libraries C Includes C++ Includes Resource Includes

C:\CrossCompiler\AmiDevCpp\usr\local\amiga\bin
C:\CrossCompiler\AmiDevCpp\bin

Replace Add

← Default

If you change something here, make sure that the right Compiler Set Is selected.

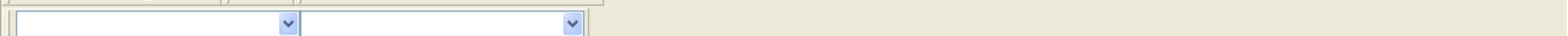
The screenshot shows the wxDev-C++ 6.10.2 IDE interface. The title bar reads "wxDev-C++ 6.10.2 - [SDI_68k] - MultiPlatformExample.dev". The menu bar includes File, Edit, Search, View, Project, Execute, Debug, Tools, CVS, Window, and Help. The Project menu is open, showing options: New file, Add to Project, Remove from Project, and Project Options (Alt+P). The Project Inspector on the left shows a tree view with "SDI_68k" and "MultiPlatform.c". The Property Inspector is also visible. The main editor displays the source code for "MultiPlatform.c":

```
1 #ifdef __AROS__
2 #define MUIMASTER_YES_INLINE_STDARG
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19 struct Library *MUIMasterBase;
20
21 int main(void)
22 {
23
24     MUIMasterBase = OpenLibrary(MUIMASTER_NAME, MUIMASTER_VMIN);
25     Object *mbutton = (Object*)MUI_MakeObject(MUIO_Button, "drueck Mich!");
26
27     return 0;
28 }
29
```

A large blue text box is overlaid on the code editor, containing the following text:

If you want to change a Setting for your Project only,
Then change it here.
The Project Settings are dominant over
the global settings.

The status bar at the bottom shows "29: 1" and "29 Lines in file". The Windows taskbar at the very bottom includes the Start button and several open applications: Forum - Development..., Unbenannt 1 - Open..., Dev-Cpp, Programmer's Notepa..., wxDev-C++ - [SDI_6..., and DE. The system clock shows 11:25.



Project Inspector

Project Classes Debug

- SDI_68k
 - MultiPlatform.c

```
1 #ifndef __AROS__
2 #define MUIMASTER_YES_INLINE_STDARG
3
4 #include <lib...
5 #include <pro...
6 #include <pro...
7 #endif
8
9 #ifndef __MORE...
10 #include <pro...
11 #include <pro...
12 #include <pro...
13 #include <pro...
14 #include <cli...
15 #include <str...
16 #include <sto...
17 #endif
18
19 struct Librar...
20
21 int main(void...
22 {
23
24     MUIMaster...
25     Object *m...
26
27     return 0;
28 }
29
```

Project Options

Project Profile: Amiga_m68k

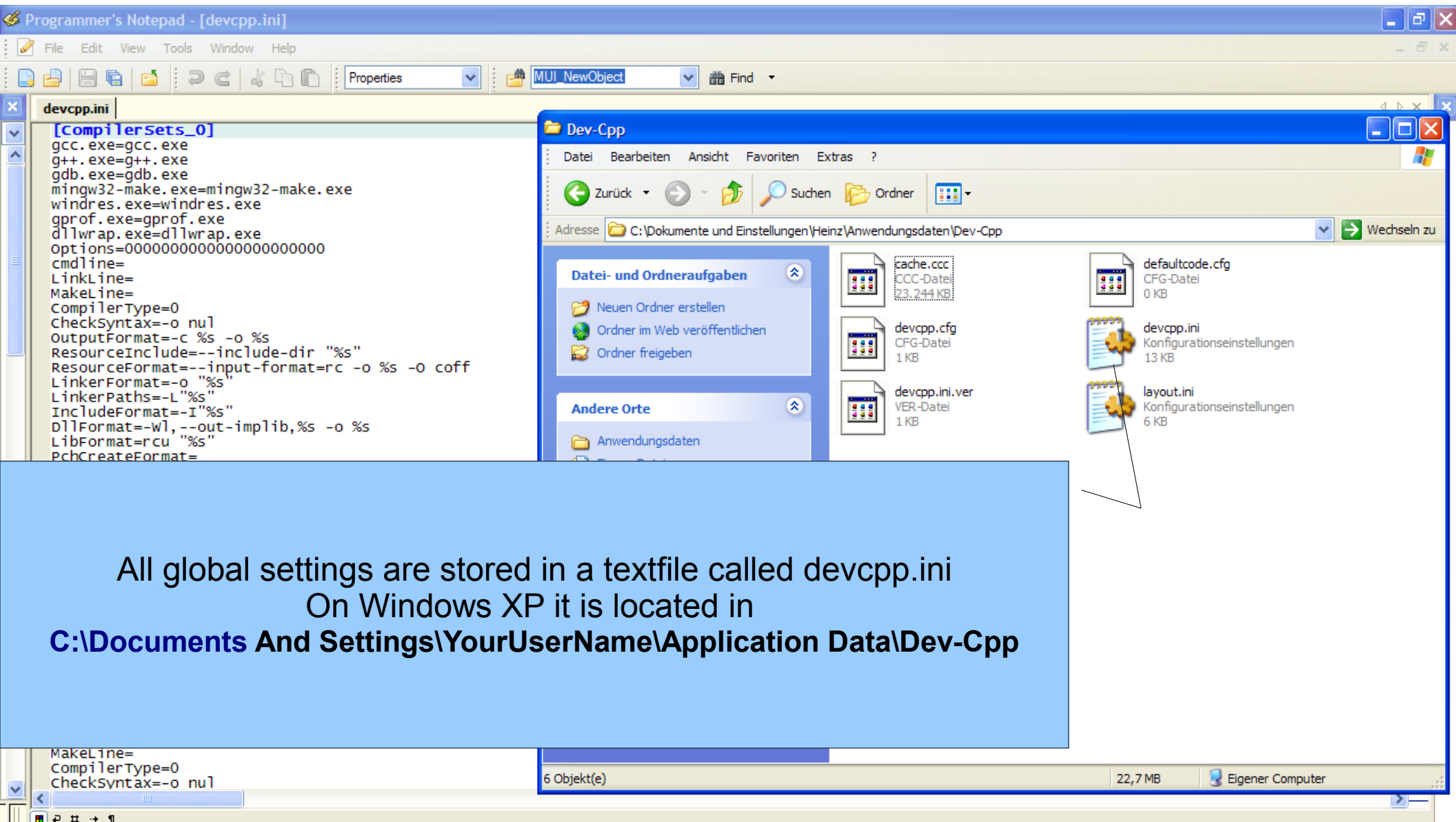
General Files **Compiler** Parameters Directories Build Options Makefile Version info

NOTE: These settings will override the global Compiler Options affecting this project only.

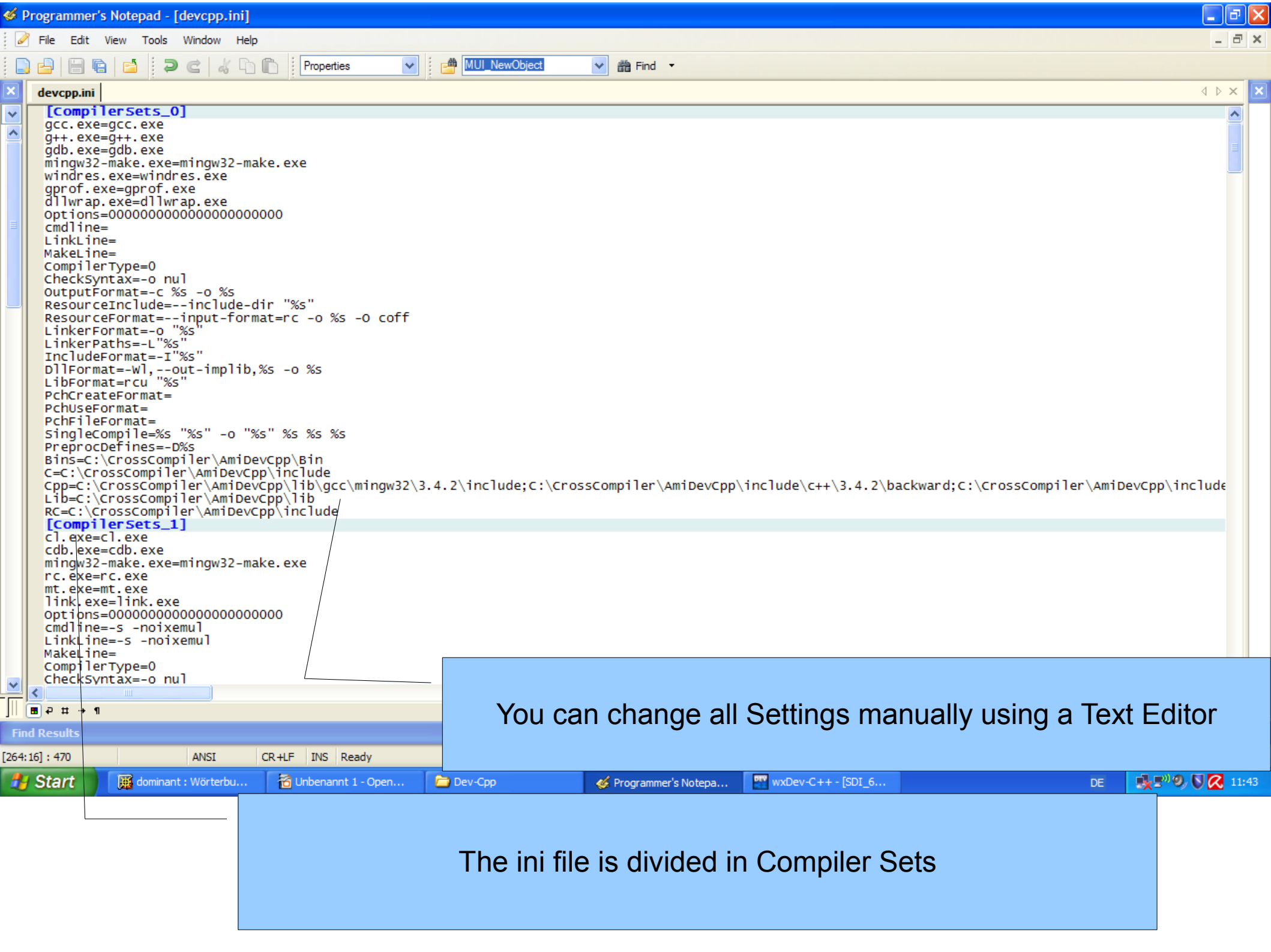
Compiler: i686-AROS

- C compiler: m68k-Amiga-OS3
- C++ compiler: **i686-AROS**
- Code Generator: ppc-Amiga-OS4
- Code Printer: ppc-MorphOS
- Linker: ppc-AROS
- Linker: x86_64-AROS
- Optimization:

Ok Cancel Help



All global settings are stored in a textfile called devcpp.ini
On Windows XP it is located in
C:\Documents And Settings\YourUserName\Application Data\Dev-Cpp



You can change all Settings manually using a Text Editor

The ini file is divided in Compiler Sets