

Setting compiler and linker options;↔Setting compiler and linker options

- 1 [Click the Project Inspector button and choose Build Attributes in the Project Inspector panel.](#)
- 2 [Type compiler options in the Compiler Flags field.](#)
- 3 [Type linker options in the Linker Flags field.](#)

The **make** utility passes the same options to the compiler and linker every time you build a project. You can add to these options using the Build Attributes inspector. The compiler and linker options you specify here are also added to the compiler and linker options used when building the project's subprojects.

BuildInspectorCompilerFlags.eps ↔

The pop-up list above the compiler flags controls the target platform for those flags. You can specify different values for the bottom five options depending on what platform you are building for: Mach, Windows, or a PDO platform. For more information, see ^a[The Platform Pop-Up's Purpose.](#)° [;BuildingConcepts.rtf;](#)[ThePlatformPop-Up'sPurpose;](#)↔

Related Concept: [;BuildingConcepts.rtf;](#)[InterestingCompilerandLinkerOptions;](#), Interesting Compiler and Linker Options

Related Concept: [;BuildingConcepts.rtf;](#)[DynamicLinking;](#), Dynamic Linking