Building and Debugging

9   Building

*Traditionally, you use the **make** utility to build a project. You must tell this
utility which files you want to build, what the end result should look like,
where to search for libraries and header files, and what compiler and linker
options to use. Project Builder helps you with all of these tasks.*

;BuildingTheProgram.rtfd;Buildingtheprogram;,   **Building the program**

;BuildingForMultipleArchitectures.rtfd;Buildingformultiplearchitectures;,   **Building for multiple architectures**

;BuildingOnARemoteComputer.rtfd;Buildingonaremotecomputer;,   **Building on a remote computer**

;UsingBuildTargets.rtfd;Usingbuildtargets;,   **Using build targets**

;CreatingYourOwnBuildTargets.rtfd;Creatingyourownbuildtargets;,   **Creating your own build targets**

;SettingSearchPaths.rtfd;Settingsearchpaths;,   **Setting search paths**

;SettingCompilerAndLinkerOptions.rtfd;Settingcompilerandlinkeroptions;,   **Setting compiler and linker options**

;CustomizingYourMakefiles.rtfd;Customizingyourmakefiles;,   **Customizing your makefiles**

;BuildingConcepts.rtfd;;,   **Related Concepts**

When we build, let us think that we build for ever.
John Ruskin

Well building hath three Conditions: *Commodity*, *Firmness*, and *Delight*.
Sir Henry Wotton, *Elements of Architecture*

Burrow awhile and build, broad on the roots of things.
Robert Browning, *Abt Vogler*