

# Creating your own build targets;↔ Creating your own build targets

- 1 Define a new target in the **Makefile.postamble** file and save the file.
- 2 Click the **Project Inspector** button and choose **Build Attributes** in the **Project Inspector** panel.
- 3 Type the name of the target in the **Build Targets** list.

If the targets provided by Project Builder don't meet your needs, you can define your own target in the file **Makefile.postamble**.

CreatingBuildTargets.eps ↔

**CAUTION:** Don't use **Makefile.postamble** to redefine targets that are already defined (debug, install, profile, app, and so on). If you do, the results are unpredictable.

After you define a target, you need to let Project Builder know about it so that it appears in the Target pop-up list in the Build Options panel. You do this using the Build Attributes inspector.

Project Builder uses the information you specify in the Build Attributes inspector to index the project and to update the project makefile. You'll read about the other fields in the Build Attributes inspector later in this chapter.

If you refer to the executable name in your target, use the **EXECUTABLE\_EXT** makefile macro to give it the correct extension. **EXECUTABLE\_EXT** is **.exe** in Windows environments and nothing on UNIX environments. For other makefile macros, see the section <sup>a</sup>Customizing your makefiles<sup>o</sup> in this chapter.

[;CustomizingYourMakefiles.rtf](#);↔