

Using build targets;↔Using build targets

- 1 [Click the Build button to bring up the Project Build panel.](#)
- 2 [In the Project Build panel, click the check-mark button.](#)
- 3 [In the Build Options panel, choose a target from the Target pop-up list.](#)

A *build target* is an argument passed to the `make` utility that tells it which makefile rules to use when building. The default build target, which is named for the project type, produces an optimized, debuggable executable and places it in the project directory. This target is often suitable, so in many cases you don't have to worry about the build target. If you need a different target, choose it from the Build Options panel before you build the project

.UsingBuildTargets.eps ↔

If you're running OPENSTEP on a RISC architecture and you need to debug, you may want to choose a target that does not optimize your code.

[To do a make clean, click the broom button on the Project Build panel. As described in ⁹All About make and gnumake,⁹ make clean is a special target that deletes all object and executable files.](#)
[;BuildingConcepts.rtf](#);↔[AllAboutmakeandgnumake](#);↔

Related Concept: [;BuildingConcepts.rtf](#);↔[OtherBuildTargets](#);↔ [Other Build Targets](#)