

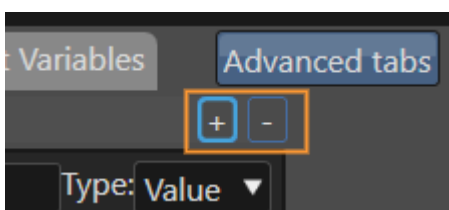
Build (Global)

Variables	
Name:	BUILD_CANDERA_DEVICE
Description:	Device Candera-Engine is build for.
Value:	IMX6
Name:	BUILD_COMPILER
Description:	Compiler used for building the code. Supported options are: 1) 'Visual Studio 15', 'Visual Studio 2017', 'VS15', 'VS2017', 'VS 15', 'VS 2017'. 2) 'Visual Studio 15 x64', 'Visual Studio 2017 x64', 'VS15 x64', 'VS2017 x64', 'VS 15 x64', 'VS 2017 x64'.
Value:	Visual Studio 15
Name:	BUILD_COURIER_PLATFORM
Description:	Used Courier Platform definition. Please look into 'cgi_studio_devices/src' for available platforms.
Value:	IMX6Platform
Name:	BUILD_COURIER_PLATFORM_CONFIG
Description:	Used Courier Platform configuration. Please look into 'cgi_studio_devices/src/[DEVICE]/CourierPlatformDefs/PlatformDef.cmake' for available configurations.
Value:	Simulation Win32 x86

Via the Builds (Global) tab it is possible to edit variables that are used in the building of all applications.

Each variable will have a string name, a string description, and a value. This value will be either of type file (ie. Filename), path (ie. Filepath), or value (ie. string, char, int, etc.). If Type:Value is selected, the file selection button will be greyed out.

To add or delete variables for a build, use the +/- buttons on the right-hand side of the variables table.



Revision #3

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