

Re: ev4 #defines

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2006-04/msg00312.htm>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Thu, 27 Apr 2006 15:06:03 -0700
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There's a compiler option to turn off verbose output. It's a setting in the C/C++ compiler settings for the project, as I recall.

But, there's also a window in the settings dialog (go to the C++ tab and choose the General page of settings; look at the bottom), that shows what the compile options will be, so you don't really need to see the actual compiler run for most things.

Are your two builds targeting the same platform, same processor, same target (emulator vs. real device)?

Paul T.

<nt8jbwu02@xxxxxxxxxxxxxxxx> wrote in message
<news:1146175148.840284.20110@xx>

I have two files which include the exact same header files but one reports a preprocessor error when compiled and the second does not.

I would like to verify the same command is being used to compile each file. Is there a way to have evc show the commands used to compile a file in the build window?

Thanks.