Build Settings

A build setting is a variable that contains information about how a particular aspect of a product's build process should be performed. For example, the information in a build setting can specify which options Xcode passes to the compiler.

You can specify build settings at the project or target level. Each project–level build setting applies to all targets in the project unless explicitly overridden by the build settings for a specific target.

Each target organizes the source files needed to build one product. A build configuration specifies a set of build settings used to build a target's product in a particular way. For example, it is common to have separate build configurations for debug and release builds of a product.

A build setting in Xcode has two parts: the setting title and the definition. The build setting title identifies the build setting and can be used within other settings. The build setting definition is a constant or a formula Xcode uses to determine the value of the build setting at build time. A build setting may also have a display name, which is used to display the build setting in the Xcode user interface.

In addition to the default build settings provided by Xcode when you create a new project from a project template, you can create user–defined build settings for your project or for a particular target. You can also specify conditional build settings. The value of a conditional build setting depends on whether one or more prerequisites are met. This mechanism allows you to, for example, specify the SDK to use to build a product based on the targeted architecture.

Prerequisite Articles

Xcode Target

Related Articles

Xcode Project
Xcode Scheme