

**NAME**

fsharpc – manual page for F# 3.0 Compiler (Open Source Edition)

**DESCRIPTION**

Compiler for the F# language, version 3.0

**SYNOPSIS**

**fsharpc** [*options...*] *file* [*file...*]

**OPTIONS****OUTPUT FILES**

**--out:***file*, **-o** *file*

Name of the output file

**--target:**exe

Build a console executable

**--target:**winexe

Build a Windows executable

**--target:**library, **-a**

Build a library

**--target:**module

Build a module that can be added to another assembly

**--delay:**sign[+|-]

Delay-sign the assembly using only the public portion of the strong name key

**--doc:***file*

Write the xmldoc of the assembly to the given file

**--key:**file:*file*

Specify a strong name key file

**--key:**container:*string*

Specify a strong name key container

**--platform:***string*

Limit which platforms this code can run on: *x86*, *Itanium*, *x64*, *anycpu32bitpreferred*, or *anycpu*.

The default is *anycpu*.

**--nooptimizationdata**

Only include optimization information essential for implementing inlined constructs. Inhibits cross-module inlining but improves binary compatibility.

**--nointerface:**data

Don't add a resource to the generated assembly containing F#-specific metadata

**--sig:***file*

Print the inferred interface of the assembly to a file

**INPUT FILES**

**--reference:***file*, **-r** *file*

Reference an assembly

**RESOURCES**

- win32res:file**  
Specify a Win32 resource file (.res)
- win32manifest:file**  
Specify a Win32 manifest file
- nowin32manifest**  
Do not include the default Win32 manifest
- resource:file[,string\_name[,public|private]]**  
Embed the specified managed resource
- linkresource:file[,string\_name[,public|private]]**  
Link the specified resource to this assembly

## CODE GENERATION

- debug[+|-], -g**  
Emit debug information
- debug:[full|pdbonly]**  
Specify debugging type: *full*, *pdbonly*. *full* is the default and enables attaching a debugger to a running program.
- optimize[+|-], -O**  
Enable optimizations
- tailcalls[+|-]**  
Enable tailcalls
- crossoptimize[+|-]**  
Enable cross-module optimizations

## ERRORS AND WARNINGS

- warnaserror[+|-]**  
Report all warnings as errors
- warnaserror[+|-]:warn[;warn[;...]]**  
Report specific warnings as errors
- warn:n**  
Set a warning level (0–5)
- nowarn:warn[;warn[;...]]**  
Disable specific warning messages
- warnon:warn[;warn[;...]]**  
Enable specific warnings that may be off by default
- consolecolors[+|-]**  
Output warning and error messages in color

## LANGUAGE

- checked[+|-]**  
Generate overflow checks
- define:string, -d string**  
Define conditional compilation symbols
- mlcompatibility**  
Ignore ML compatibility warnings

**MISCELLANEOUS**

- nologo**  
Suppress compiler copyright message
- help, -?**  
Display this usage message

**ADVANCED**

- codepage:*n***  
Specify the codepage used to read source files
- utf8output**  
Output messages in UTF-8 encoding
- fullpaths**  
Output messages with fully qualified paths
- lib:*dir*[:*dir*[:...]], -I *dir*[:*dir*[:...]]**  
Specify a directory for the include path which is used to resolve source files and assemblies
- baseaddress:*address***  
Base address for the library to be built
- noframework**  
Do not reference the default CLI assemblies by default
- standalone**  
Statically link the F# library and all referenced DLLs that depend on it into the assembly being generated
- staticlink:*assembly***  
Statically link the given assembly and all referenced DLLs that depend on this assembly. Use an assembly name e.g. *mylib*, not a DLL name.
- resident**  
Use a resident background compilation service to improve compiler startup times.
- pdb:*file***  
Name the output debug file
- simpleresolution**  
Resolve assembly references using directory-based rules rather than MSBuild resolution
- highentropyva[+|-]**  
Enable high-entropy ASLR
- subsystemversion:*string***  
Specify subsystem version of this assembly