

Deactivate  
precompiled  
headers here

Project "Untitled" Info

General Build Configurations Comments

Configuration: Debug Search in Build Settings

Show: All Settings

Setting	Value
Unroll Loops	<input type="checkbox"/>
Use 64-bit Integer Math	<input type="checkbox"/>
▼GCC 4.0 - Language	
'char' Type Is Unsigned	<input type="checkbox"/>
Allow 'asm', 'inline', 'typeof'	<input checked="" type="checkbox"/>
C Dialects to Precompile	
C Language Dialect	C99 [-std=c99]
Check Return Value of 'operator new'	<input type="checkbox"/>
CodeWarrior-Style Inline Assembly	<input checked="" type="checkbox"/>
Compile Sources As	According to File Type
Enable AltiVec Extensions	<input type="checkbox"/>
Enable C++ Exceptions	<input checked="" type="checkbox"/>
Enable C++ Runtime Types	<input checked="" type="checkbox"/>
Enable Linking With Shared Libraries	<input checked="" type="checkbox"/>
Enable Objective-C Exceptions	<input checked="" type="checkbox"/>
Enable Trigraphs	<input type="checkbox"/>
Generate Floating Point Library Calls	<input type="checkbox"/>
Generate Indirect Function Calls	<input type="checkbox"/>
Generate Register Subroutine Function Calls	<input type="checkbox"/>
Increase Sharing of Precompiled Headers	<input checked="" type="checkbox"/>
Other C Flags	
Other C++ Flags	
Precompile Prefix Header	<input type="checkbox"/>
Prefix Header	
Recognize Built-in Functions	<input checked="" type="checkbox"/>
Recognize Pascal Strings	<input checked="" type="checkbox"/>

Based On: UntitledProj