

[Q]: EMX vs. Innotek GCC: differences in build environment

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Here is what Innotek gcc 3.2.2 Beta 4 defines by default

```
32BIT EMX OS2 i386 i386 unix MT_INNOTEK_LIBC=0x005
```

And -Asystem of unix, posix and emx

So the main way to differentiate between regular EMX and INNOTEK is checking for `INNOTEK_LIBC`. Straight EMX will not have that defined. In general anything that applies to EMX also applies to INNOTEK, but INNOTEK may have some requirements specific to it in addition to those for EMX.

The main difference I have found between the latest pure EMX distribution, gcc 3.2.1 from Hobbes and Innotek gcc 3.2.2 Beta 3 and 4 is in the default stdc++ library. EMX still defaults to `-lstdcxx` and uses classic `iostream.h` and such while Innotek defaults to the current `std` lib stuff (`iostream`) and `-lstdc++` and `lsupc++`. Also you should use `g++` under Innotek for `c++` and `gcc` only for straight "c" code. Basically, Innotek is almost exactly like using `gcc` for Linux, which is why running `configure` in `wxWindows` tends to produce a `Makefile` identical to the `gtk` `Makefile` rather than EMX `Makefile`. With beta 4 Innotek finally has defined `-shared` (along with some other OS/2 dll specific switches as outlined in the release notes).

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