

Compiler and debugger settings

Selected compiler: GNU GCC Compiler

Buttons: Set as default, Copy, Rename, Delete, Reset defaults

Compiler settings | Linker settings | Search directories | Toolchain executables | Custom variables | Other settings

Policy: [Dropdown]

Compiler Flags | Other options | #defines

Categories: Warnings

- In C mode, support all ISO C90 programs. In C++ mode, remove GNU extensions that conflict with ISO C++ [-ansi]
- Enable all compiler warnings (overrides many other settings) [-Wall]
- Enable extra compiler warnings [-Wextra]
- Stop compiling after first error [-Wfatal-errors]
- Inhibit all warning messages [-w]
- Have g++ follow the 1998 ISO C++ language standard [-std=c++98]
- Have g++ follow the coming C++0x ISO C++ language standard [-std=c++0x]
- Enable warnings demanded by strict ISO C and ISO C++ [-pedantic]
- Treat as errors the warnings demanded by strict ISO C and ISO C++ [-pedantic-errors]
- Warn if main() is not conformant [-Wmain]
- Enable Effective-C++ warnings (thanks Scott Meyers) [-Weffc++]
- Warn whenever a switch statement does not have a default case [-Wswitch-default]
- Warn whenever a switch statement has an index of enumerated type and lacks a case for one or more of the names [-Wswitch-enum]
- Warn if a user supplied include directory does not exist [-Wmissing-include-dirs]
- Warn if a global function is defined without a previous declaration [-Wmissing-declarations]
- Warn if the compiler detects that code will never be executed [-Wunreachable-code]
- Warn if a function can not be inlined and it was declared as inline [-Winline]
- Warn if floating point values are used in equality comparisons [-Wfloat-equal]
- Warn if an undefined identifier is evaluated in an '#if' directive [-Wundef]
- Warn whenever a pointer is cast such that the required alignment of the target is increased [-Wcast-align]
- Warn if anything is declared more than once in the same scope [-Wredundant-decls]
- Warn about uninitialized variables which are initialized with themselves [-Winit-self]
- Warn whenever a local variable shadows another local variable, parameter or global variable or whenever a built-in function is shadowed [-Wshadow]

Buttons: OK, Cancel