

Re: GCC compiler

Source: <http://linux.derkeiler.com/Mailing-Lists/Debian/2007-04/msg04666.html>

- *From:* "Michael Marsh" <michael.a.marsh@xxxxxxxxxx>
 - *Date:* Sun, 29 Apr 2007 10:29:51 -0400
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On 4/29/07, Cédric Lucantis <omer@xxxxxxxxxx> wrote:

```
Le dimanche 29 avril 2007 04:56, Micha Feigin a écrit:  
> On Sat, 28 Apr 2007 22:20:08 -0300  
> "Iuri Sampaio" <iuri.sampaio@xxxxxxxxxx> wrote:  
>> $(BIN): $(OBJS)  
>>  
>> $(CC) $(CFLAGS) -o $(BIN) $(OBJS) $(LIBS)  
>>
```

Not really an answer, but this is wrong too, you should have something like this instead:

```
OBJS = rotation.o
```

```
BIN = rotation
```

```
$(BIN): $(OBJS)  
$(CC) -o $@ $^ $(LIBS)
```

```
%.o: %.c  
$(CC) -c -o $@ $< $(CFLAGS)
```

but with only one source file it doesn't really matter

This rule for %.o is, I believe, identical to the implicit rule. I always use something like:

```
SOURCES := rotation.c  
or  
SOURCES := $(wildcard *.c)
```

```
LDFLAGS += $(LIBS)
```

```
OBJS := $(patsubst %.c,%.o,$(SOURCES))  
BINS := $(patsubst %.o,%, $(OBJS))
```

```
default : rotation
```

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or
default : \$(BINS)

% : %.o
<tab>\$(CC) -o \$@ \$< \$(CFLAGS) \$(LDFLAGS)

If I'm using GNU make, I hardly ever use "=" instead of ":", unless I really want to define a macro. You're a lot more likely to get what you expect most of the time, and you can use "+=".

—
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