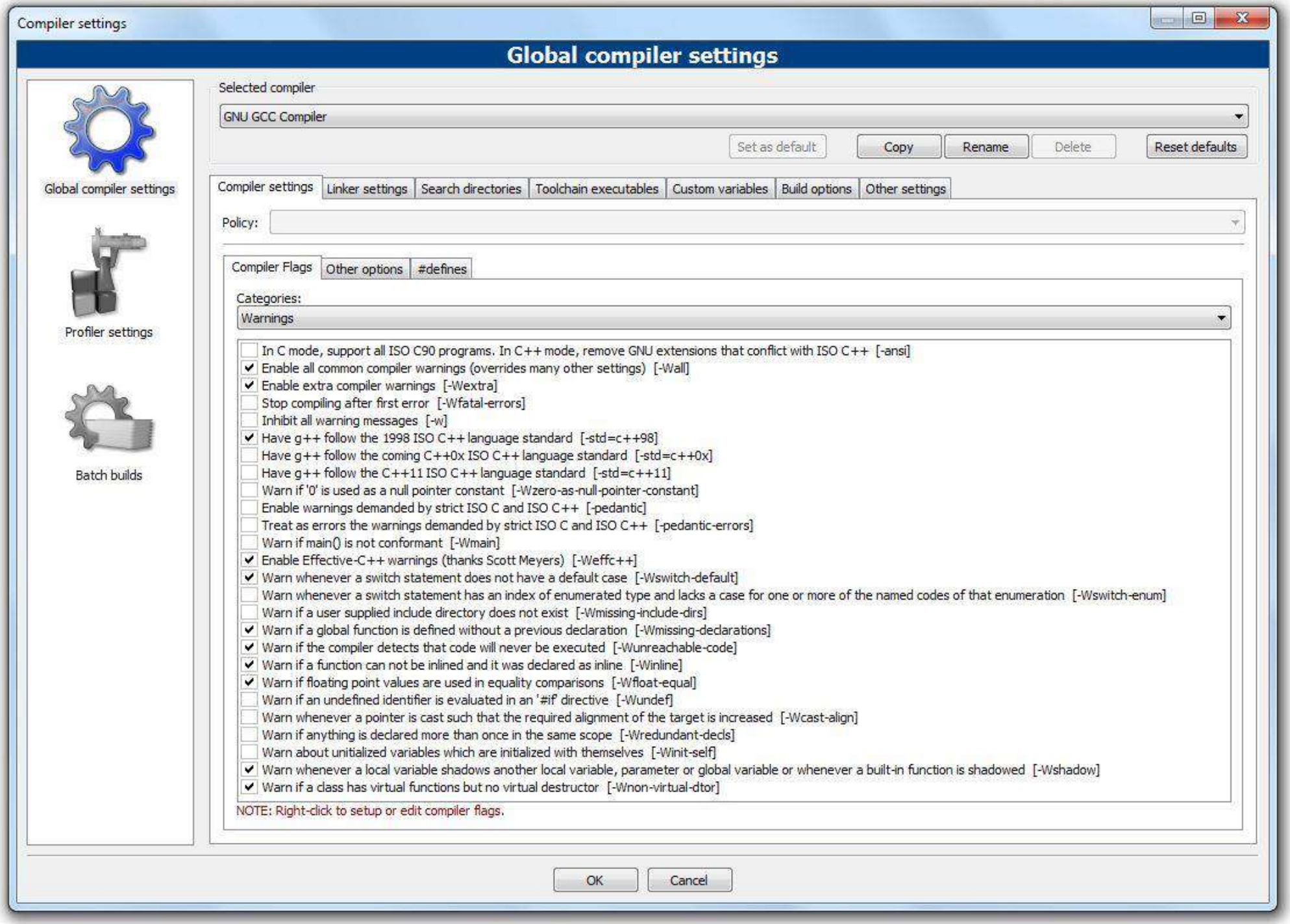
Compiler settings
Global compiler settings
Global compiler settings
Profiler settings
Batch builds
Selected compiler
GNU GCC Compiler
Set as default
Copy
Rename
Delete
Reset defaults
Compiler settings
Linker settings
Search directories
Toolchain executables
Custom variables
Build options
Other settings
Policy:
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 common 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]
Have g++ follow the C++11 ISO C++ language standard [-std=c++11]
Warn if '0' is used as a null pointer constant [-Wzero-as-null-pointer-constant]
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 named codes of that enumeration [-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 unitialized 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]
Warn if a class has virtual functions but no virtual destructor [-Wnon-virtual-dtor]
NOTE: Right-click to setup or edit compiler flags.
OK
Cancel