Cheatography

Build-related concepts and utilities. Cheat Sheet

by zyqhi via cheatography.com/79780/cs/19582/

clang - Control the process of build

Compile the source only

```
clang -c TestObject.m
```

Pass extra link args **-ObjC**

```
clang -Wl,"-ObjC" -framework Foundation -weak_fra-
mework System main.m App.m TestObjectLib.a -o app
```

Link a static library named **TestObjectLib.a**

```
clang -framework Foundation -weak_framework System
main.m App.m TestObjectLib.a -o app
```

ar - Manage static library

Create a static lib named **TestObjectLib.a**

```
ar -rcs TestObjectLib.a TestObject.o TestObject+E-
xt.o
```

List all the object files in the static lib

```
ar -t TestObjectLib.a
```

List the specific file **TestObject.o** in the static lib

```
ar -t TestObjectLib.a TestObject.o
```

1. We can omit the **-** symbol before `ar` options.

ld - Linker

Link the object files into a binary

```
ld -ObjC -framework Foundation -weak_framework
System main.o App.o TestObjectLib.a -o app
```

lipo - create or operate on universal files

Display a brief description of the library

```
lipo -info TestObjectLib.a
```

xcrun - Run or locate development tools

https://coderwall.com/p/heonhw/compiling-for-ios-outside-of-xcode--with-xcrun

codesign - Manipulate code signatures

xcodebuild -- build Xcode projects and workspaces

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