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 TestOb ject.m
```

Pass extra link args**-ObjC**

```
clang  -Wl,"-O bjC " -framework Foundation -weak_ fra mework System main.m  App.m TestOb jec tLib.a -o app
```

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

```
clang -framework Foundation -weak_ fra mework System main.m  App.m TestOb jec tLib.a -o app
```

ar - Manage static library

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

```
ar -rcs TestOb jec tLib.a TestOb ject.o TestOb jec t+ Ext.o
```

List all the object files in the static lib

```
ar -t TestOb jec tLib.a
```

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

```
ar -t TestOb jec tLib.a TestOb ject.o
```

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

ld - Linker

Link the object files into a binary

```
ld -ObjC -framework Foundation -weak_ fra mework Syst app
```

lipo - create or operate on universal files

Display a brief description of the library

```
lipo -info TestOb jec tLib.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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