

Installing a precompiled header;↩ Installing a precompiled header

- 1 Select the `Makefile.preamble` file under **Supporting Files**.
- 2 Set the macros that affect the precompilation of a header after installation.

You might want to install a precompiled header file so that your users' projects compile faster. Installing a precompiled header is different from creating a precompiled header for a project because a header must be precompiled in its final location. When you create a precompiled header for a project, the header is compiled before the rest of the project. To install a precompiled header, you must first build and install the project in its destination, then precompile the header.

[PrecompiledHeader.eps](#) ↩

To precompile a header after it is installed, set these macros in **Makefile.preamble**:

Preamble Macro	Description
TableHeadRule.eps ↩	
<code>PUBLIC_PRECOMPILED_HEADERS</code>	The names of the headers (<code>.h</code> extension) that should be precompiled after they are installed.
TableRule.eps ↩	
<code>PUBLIC_PRECOMPILED_CFLAGS</code>	The flags besides -precomp to pass to cc when precompiling.
TableRule.eps ↩	

Related Concept: [;FrameworksLibrariesConcepts.rtf](#);linkMarkername [MacrosfortheMakefileHacker](#);, [MacrosfortheMakefileHacker](#)