

Compiler

File | Settings | Compiler



Use this node to configure **common** and specific options for compilers used in IntelliJ IDEA:

- Compiler
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Common Options

Item	Description
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Item	Description
Resource Patterns	<p>In this field, specify the regular expression that describes the files that should be recognized as resources and, consequently, copied to the output directory. Use semicolons (;) to separate individual patterns.</p> <p>Wildcards and negations are welcome. The following symbols are accepted:</p> <ul style="list-style-type: none"> ■ * represents an unlimited number of any symbols, possibly none. ■ ? represents exactly one symbol. ■ . represents a delimiter. ■ ! negates the entire mask it is applied to. Consequently, any file with the name and extension that do not match the pattern will be recognized as a resource file. ■ / represents a path separator. ■ /**/ denotes any number of directories. ■ <dir>:<pattern> denotes any directory located under the source root <dir>; <pattern> is any pattern that meets the above-mentioned requirements. <p>The examples below illustrate the use of wildcards in the resource patterns:</p> <ul style="list-style-type: none"> ■ *.xml - any XML file. ■ !*.xml - any file whose extension is not .xml. ■ z*.properties;z*.gif;z*.png;z*.jpeg;z*.xml - any .properties, .gif, .png, .jpeg, or .xml file with the name beginning with z. ■ MyResources:* - all files and folders within the directory MyResources. <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>If you want to skip compilation of certain Groovy files in the modules with the Groovy support, include them in the list of the resource patterns.</p> </div>
Clear output directory on rebuild	<p>Check this option to delete all files in the output directories. Do not check this option, if the output directory contains files IntelliJ IDEA is not aware of, like resources, etc. If there is any intersection of source and output paths, you will be prompted to resolve the issue by separating source and output directories, or ignore the issue.</p>
Add @NotNull assertions	<p>If this option is checked, the @NotNull assertions are added at run-time.</p>
Automatically show first error in editor	<p>If this check box is selected, the file that contains the very first compilation error will be opened in the editor, with the highlighted line that contains the error.</p>
Make project automatically	<p>Select this check box to automatically make (compile) the project on every save or autosave.</p>
Compile independent modules in parallel	<p>If this check box is selected, the modules without mutual dependencies are compiled simultaneously. This might require increased heap size.</p>

Item	Description
Compiler process heap size	The heap size available to the process that launches the compiler. If you are compiling a particularly large or complex project, you may get out-of-memory errors and be required to increase the amount of memory allocated to the compiler.
Rebuild modules on dependency change	Select this check box to have the modules with the changed dependencies rebuilt.
Build process heap size (Mbytes)	In the text field, specify the required heap size.
Additional build process VM options	Specify the VM options to be passed to the compiler.

See Also

Concepts:

- [Compiler and Builder](#)
- [Properties Files](#)

Procedures:

- [Configuring Compiler Settings](#)

Web Resources:

- [Developer Community](#) 