

## Problem

Makefile does not rebuild code if include file is modified

## Solution

The acsMakefile builds dependencies only for "user include files", i.e. for files included in the following way:

```
#include "myInclude.h"
```

and not for "system include files":

```
#include <aSystemInclude.h>
```

If a change in your include file does not trigger the Makefile to rebuild your code, you are including it with <> instead of "".

acsMakefile behaves in this way to keep manageable the list of dependencies and speeding up compilation time. To do this, it uses the -MM CPP compiler option when building dependencies, instead of -M that would build a huge complete dependency list including all system include files.

## Related articles

- [How can more people do development with ACS on the same machine without disturbing each other?](#)
- [Which ports are used by ACS?](#)
- [Problems connecting to ACS servers on a remote machine: bad /etc/hosts](#)
- [Why does the GetComponent method of ZLegacy/ACS.ContainerServices return an object of type None?](#)
- [Why are some of my print statements not showing up in the container output section of acscommandcenter?](#)