
Subject: Re: cross compile from win32 to Linux
Posted by [captainc](#) on Tue, 29 Apr 2008 12:08:59 GMT
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I also develop for both platforms by using Windows XP in a VirtualBox VM. It works great. I don't like the shared folders of VirtualBox as I had some issues with it, so I set up Samba server on Linux and used regular network sharing, so the host and guest OSes appear to be on the same network (useful for testing cross-platform network apps too).

Also, I set up an SVN server on the Linux (host) machine and check in/out the code from all machines so that I don't have to keep copying files back and forth with the networked folders. This will additionally allow you to branch for testing os-specific features that you may have to implement.
