Subject: Building U++ for MinGW32
Posted by pcfreak on Mon, 30 Jun 2014 19:42:01 GMT
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Hello, I am new to U++ and I would like to use it with my MinGW build.
I am not using any offical precompiled gcc.
My current MinGW build looks like this:
Using built-in specs.
COLLECT_GCC=D:\Programme\msys\mingw\bin\gcc.exe
COLLECT_LTO_WRAPPER=d:/programme/msys/mingw/bin/../libexec/gcc/mingw32/4.8.1/lto-wrapper.exe
Target: mingw32
Configured with: ../src/gcc-4.8.1/configure --enable-languages=c,ada,c++,fortran,objc,obj-c++ --disable-sjlj-exceptions --disable-nls --disable-shared --enable-static --enable-fully-dynamic-string --enable-libgomp --enable-lto --with-dwarf2 --disable-win32-registry --enable-version-specific-runtime-libs --enable-bootstrap --build=mingw32 --enable-abi=32 --enable-checking=release --prefix=/mingw --with-mpfr=/mingw --with-gmp=/mingw --with-mpc=/mingw
Thread model: win32
gcc version 4.8.1 (GCC)

Here the questions:
- Which libraries do I need for U++?
- Is there any how-to on building U++ for MinGW (on MinGW, no cross)?

I checked the Makefiles and saw a couple of dependencies...
-lbz2 -lpthread -lrt -lz -lfreetype -lfontconfig -lexpat -lgtk-x11-2.0 -lgdk-x11-2.0 -latk-1.0 -lgdk_pixbuf-2.0 -lm -lpangocairo-1.0 -lfontconfig -lXext -lXrender -lXinerama -lXi -lXrandr -lXcursor -lXfixes -lpango-1.0 -lcairo -lX11 -lgobject-2.0 -lgmodule-2.0 -lglib-2.0 -lX11 -lXrender -lXft -lnotify -lpng

But I doubt that this will work out fine for MinGW (especially the X part). This is why I am curious how this was done so far.
I could not find any explanation on this topic in google or the forum so far and I hope someone here can help me out.

PS: I do not plan to use any official MinGW or TDM builds.