
Subject: Building U++ for MinGW32

Posted by [pcfreak](#) on Mon, 30 Jun 2014 19:42:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello, I am new to U++ and I would like to use it with my MinGW build.

I am not using any official 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 -lgbobject-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.
