
Subject: Re: Building U++ for MinGW32

Posted by [mirek](#) on Wed, 02 Jul 2014 09:35:49 GMT

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pcfreak wrote on Mon, 30 June 2014 21:42 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/g

cc/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 -lobject-2.0 -lgmodule-2.0 -lglib-2.0 -lX11 -lXrender

-lXft -lnotify -lpng

Makefile is for POSIX based systems only.

I believe that you will need to have basic Win32 import libraries:

advapi32 comdlg32 comctl32 user32 gdi32

that perhaps should be all.

Now I am unsure whether you are trying "clean build from the scratch" with mingw from makefiles (which is not supported at the moment), or if you just want to use your mingw version with theide, eventually recompiling theide itself without your mingw - that should more or less work out of the box, as long as you have all these libs available.

Mirek
