
Subject: Re: How to build FreeBSD *.so in Windows?
Posted by [Mindtraveller](#) on Tue, 02 Feb 2016 13:53:22 GMT
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Actually I see no point in creating .so version outside the environment where you will use it. Mostly because compiled .so is very dependant on:

- 1) actual libraries and paths in your environment
- 2) actual CPU you have (if you want optimized code, of course).

If you manage to build your .so library in Windows, it will likely fail to find some dependencies in actual FreeBSD environment.

That is why the best practice I can think of is to 'export' sources + Makefile into your production environment and compile it inside your environment.

In U++ IDE please click Build menu and then select Output mode... option. At the bottom of dialog you will see 'Export project'. Just click 'Used' and U++ IDE will create standalone distribution of your project sources including U++ packages used. The directory where distribution is exported to, may be copied to the target FreeBSD system. Calling 'make' will start build process resulting './out_' direcorey containing built files (.so or binary).
