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Subject: Re: Cross Compiling?

Posted by [Novo](#) on Tue, 19 Jan 2021 16:45:07 GMT

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ChaoticProgrammin wrote on Fri, 15 January 2021 14:40How does one cross compile?

OS=Ubuntu

Below is my BM-file to cross-compile for Windows on Ubuntu.

```
BUILDER = "CLANG";
COMPILER = "x86_64-w64-mingw32-clang++";
COMMON_OPTIONS = "";
COMMON_CPP_OPTIONS = "-Wall -Wno-logical-op-parentheses -std=c++14";
COMMON_C_OPTIONS = "";
COMMON_LINK = "";
COMMON_FLAGS = "WIN32";
DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "1";
DEBUG_OPTIONS = "-O0";
DEBUG_FLAGS = "";
DEBUG_LINK = "";
RELEASE_BLITZ = "1";
RELEASE_LINKMODE = "1";
RELEASE_OPTIONS = "-O3 -ffunction-sections -fdata-sections";
RELEASE_FLAGS = "";
RELEASE_LINK = "-Wl,--gc-sections";
DEBUGGER = "gdb";
ALLOW_PRECOMPILED_HEADERS = "0";
DISABLE_BLITZ = "0";
PATH =
"/home/buildbot/.local/soft/llvm-mingw/git/bin;/home/buildbot/.local/soft/llvm-mingw/git/x86_64-w64
-mingw32/bin;/home/buildbot/
INCLUDE =
"/home/buildbot/.local/soft/upp/2020.2/SDL2/include;/home/buildbot/.local/soft/upp/2020.2/pgsql/x
64/include;/home/buildbot/.
LIB =
"/home/buildbot/.local/soft/upp/2020.2/SDL2/lib/x64;/home/buildbot/.local/soft/upp/2020.2/pgsql/x6
4/lib;/home/buildbot/.local/so
LINKMODE_LOCK = "0";
```