
Subject: build2

Posted by [alkema_jm](#) on Sun, 12 Nov 2017 07:29:46 GMT

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

CppCon 2016: Boris Kolpackov "Using build2, C++ Build Toolchain"

Build2 has MIT license.

See how build2 works: <https://www.youtube.com/watch?v=hHRaZy1LZPA>

I think that build2 concept could be an supplement of Ultimate++

Could Ultimate++ do the compile example (in youtube) in the same way? N.B. Downgrading a version, and then perform a compile strategy, etc.

Subject: Re: build2

Posted by [alkema_jm](#) on Wed, 06 Dec 2017 12:26:30 GMT

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

Hello All,

Looks very promising <https://github.com/Microsoft/vcpkg> (VC++ Packaging Tool)

Code is licensed under the MIT License.

Vcpkg helps you get C and C++ libraries on Windows. This tool and ecosystem are currently in a preview state; your involvement is vital to its success.

Greetings Jan Marco

Appendix A: Download libMysql:

File Attachments

1)

[vcpkg_Windows_package_Manager_open_source_MIT_License_01.gif](#),
downloaded 854 times

Subject: Re: build2

Posted by [alkema_jm](#) on Sat, 27 Jan 2018 12:43:24 GMT

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

Hello Everyone,

Learn how Vcpkg can help you rebuild C++ Libraries in Windows. This looks awesome (to me). I hope some feedback of Ultimate++ developers (about vcpkg)?

<https://www.youtube.com/watch?v=zo6nqFVBd5o>

Greeting Jan Marco

Subject: Re: build2

Posted by [mr_ped](#) on Sun, 28 Jan 2018 00:36:51 GMT

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

So is this some kind of "repository"?

Who's signing/checking/publishing the files? Can authors of library publish directly? How is the originality of files authenticated? etc..

Looks similar to what we have in normal OS, but I personally prefer to build from sources as much as possible, due to review/security/preservation reasons, so I'm not big fan of things like maven or even "-dev" libraries packages in linux repositories, although already 98% of SW in my PC is from the distribution repository, so if it gets compromised, I will be probably hit much much sooner on regular SW than building compromised binary due to modified library.

Anyway, looks interesting, but I don't need to build anything for windows, so I will pass on this one. :)

Subject: Re: build2

Posted by [alkema_jm](#) on Sun, 04 Feb 2018 10:51:21 GMT

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

Hello mr_ped ,

Thank you for your feedback :)

"A software repository, colloquially known as a "repo" for short, is a storage location from which software packages may be retrieved and installed on a computer. See https://en.wikipedia.org/wiki/Software_repository

>So is this some kind of "repository"?

No, Vcpkg is a (C++) Packaging Tool (on Windows platform) 'like' "apt-get install" on Linux platform . It is a tool on top of Cmake and GIT. It installs cmake and git on windows. It has more than 600 'portfiles' to make projects:

Who's signing/checking/publishing the files?

Source code is in the projects githubs.

The ("cmake") port files for libssh2, mysql, other github-projects can be pushed to the Vcpkg github.

>Can authors of library publish directly?

See <https://github.com/Microsoft/vcpkg/blob/master/docs/examples/packaging-zlib.md>
For example:

```
PS D:\src\vcpkg> .\vcpkg create zlib2 http://zlib.net/zlib-1.2.11.tar.gz zlib-1.2.11.zip
-- Using pre-downloaded: C:\dev\persinfonet\vcpkg\downloads\zlib-1.2.11.zip
-- If this is not desired, delete the file and C:\dev\persinfonet\vcpkg\ports\zlib2
-- Generated portfile: C:\dev\persinfonet\vcpkg\ports\zlib2\portfile.cmake
-- Generated CONTROL: C:\dev\persinfonet\vcpkg\ports\zlib2\CONTROL
-- To launch an editor for these new files, run
-- .\vcpkg edit zlib2
```

The port files will be stored at your local system.

>How is the originality of files authenticated? etc..

The port files can be put in local GIT with GIT-authentication.

You can look to (<https://www.youtube.com/watch?v=a9PJnJhk1GI>) for (general) information about "Hardening Open Source Development".

>Looks similar to what we have in normal OS, but I personally prefer to build from sources as much as possible, due to review/security/preservation reasons, so I'm not big fan of things like maven or even "-dev" libraries packages in linux repositories, although already 98% of SW in my PC is from the distribution repository, so if it gets compromised.

Well, since you asked, build2 bpkg does this for Windows, Linux, Mac OS, and FreeBSD, currently.

See https://www.reddit.com/r/cpp/comments/5ud9sr/if_youre_doing_windows_dev_and_not_using_vcpkg/ :

"The main difference is that it builds everything from source using exact compiler/version/options that you use for your application."

Than build 2 <https://build2.org/> is the tool for you!

>I will be probably hit much much sooner on regular SW than building compromised binary due to modified library.

Anyway, looks interesting, but I don't need to build anything for windows, so I will pass on this one.

FYI: Build2 is Multi platform if you want to Packaging your projects on Multi platforms.

Greetings Jan Marco

File Attachments

1) [vcpkg_PackagingTool.jpg](#), downloaded 774 times
