Subject: Cross Compiling?
Posted by ChaoticProgrammin on Fri, 15 Jan 2021 19:40:34 GMT
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How does one cross compile?
OS=Ubuntu

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";
```