Subject: MinGW under Fedora 11
Posted by Didier on Sat, 23 Jan 2010 22:06:40 GMT
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Hello all,

I just discovered that since Fedora 11, there is a
MinGW + Win precompiled libs .... under linux.

Has someone else tried to do this before

So you can generate windows programs directly from linux, without having to go to Windows or Wine.
I used to use Wine where Upp Win32 and MinGW where installed to compile Windows version of the application.

I set up a build method and compared the resulting MINGW method with the one in Wine/Upp : no difference.
But when I compile it under Fedora/MinGW, it compiles with the following flags:
GUI GCC BLITZ LINUX POSIX
Under Wine/MinGW it compiles with: GUI GCC BLITZ WIN32
==> one compiles for LINUX and the other ONE for WIN32

Is it possible to change this somewhere in the config ??

If this is possible ,it would be very cool to compile linux AND windows version from the same TheIDE running