Subject: How to build FREBSD *.so in Windows?
Posted by figufigu on Mon, 01 Feb 2016 13:10:03 GMT
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Hi, All!

I have an *.so sources and succefully built it on Win32(windows 8.1)

So, how I can build a FreeBSD version of library(*.so)?
Should I use a some flags and where?
Should I move sources to the FreeBSD and build there?

Subject: Re: How to build FREBSD *.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_' direcory containing built files (.so or binary).

Subject: Re: How to build FREBSD *.so in Windows?
Posted by figufigu on Thu, 11 Feb 2016 06:36:39 GMT
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Thanks!

I have already compile library using standart GCC compiler in FreeBSD,
but in future I will use Export option, like u said, it looks like very useful, thanks a lot!

Subject: Re: How to build FREBSD *.so in Windows?

Posted by figufigu on Thu, 11 Feb 2016 06:38:16 GMT
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