

# Compiling Orx dependencies for new Visual Studio editions

This document is a cheat sheet for compiling up orx dependencies for new editions of Visual Studio in order to contribute back the compiled libraries into the release versions of orx.

\_This page is not for general use\_, it is low traffic, and prone to frequent changes and errors. If you are looking for compiled orx dependancies, you can download a precompiled orx, or clone from the the regular repo.

Clone <https://bitbucket.org/orx/orx-extern>

## Build libwebp

1. In a VS2015 console, go to the libwebp folder and: `nmake /f Makefile.vc CFG=release-static RTLIBCFG=static OBJDIR=output`
2. Ignore errors, locate the lib at: `libwebp\output\release-static\x86\lib\webpdecoder.lib`
3. Switch to 64 bit compiler mode with: `C:\Program Files (x86)\Microsoft Visual Studio 14.0\VC\bin\x86_amd64\vcvarsx86_amd64.bat`
4. `nmake /f Makefile.vc CFG=release-static RTLIBCFG=static OBJDIR=output`
5. Ignore errors, locate the lib at: `libwebp\output\release-static\x64\lib\webpdecoder.lib`

## Build OpenAL-Soft

1. Install CMake 2.6 or better
2. In the project root, create a VS2015 project with: `cmake -DLIBTYPE=STATIC -G "Visual Studio 14 2015"`
3. Open the OpenAL.sln into Visual Studio.
4. Switch to release, right click on the OpenAL32 project and select build to make the 32-bit static lib.
5. Find the 32 bit version in `\Release\OpenAL32.lib`
6. For 64bit: Select the dropdown that says win32
7. Click and select Configuration Manager
8. In the Active Solution Platform dropdown, click <New>
9. Select x64 and copy from win32 (leave all options default)
10. In the OpenAL32 project properties
11. - In C/C++→Code Generation
12. - - select Multithreaded (/MT)
13. - In Librarian / Command Line
14. - - remove additional options relating to /machine:X86
15. In the common project properties
16. - In Librarian / Command Line
17. - - remove additional options relating to /machine:X86
18. Right click the OpenAL32 project and select build to make the 64-bit static lib.
19. Find the 64bit version in `\openal-soft\x64\Release\OpenAL32.lib`

## Build freetype

Follow pretty much the same as OpenAL-Soft

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