

Compiling Orx with MinGW-w64/gmake on Windows

Note: when cloning orx and running it's accompanying setup file, a windows gmake build project is automatically created. These instructions will help you do this manually if you ever need to remake your own.

There are 5 steps required to build Orx using gmake

1. Getting Orx from source
2. Getting MinGW-w64 (not mingw32)
3. Updating the PATH environment variable
4. Creating a build project for gmake
5. Compiling

Getting Orx from source

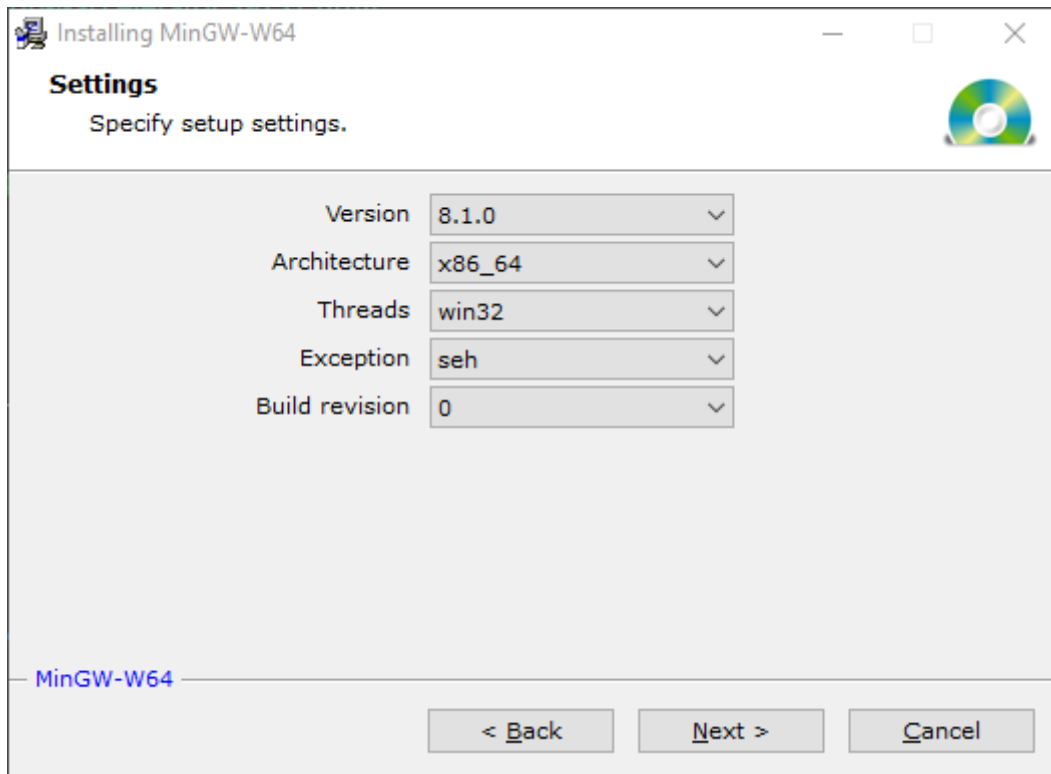
This step is already covered under [cloning orx](#). Please follow those instructions first.

Getting MinGW-w64

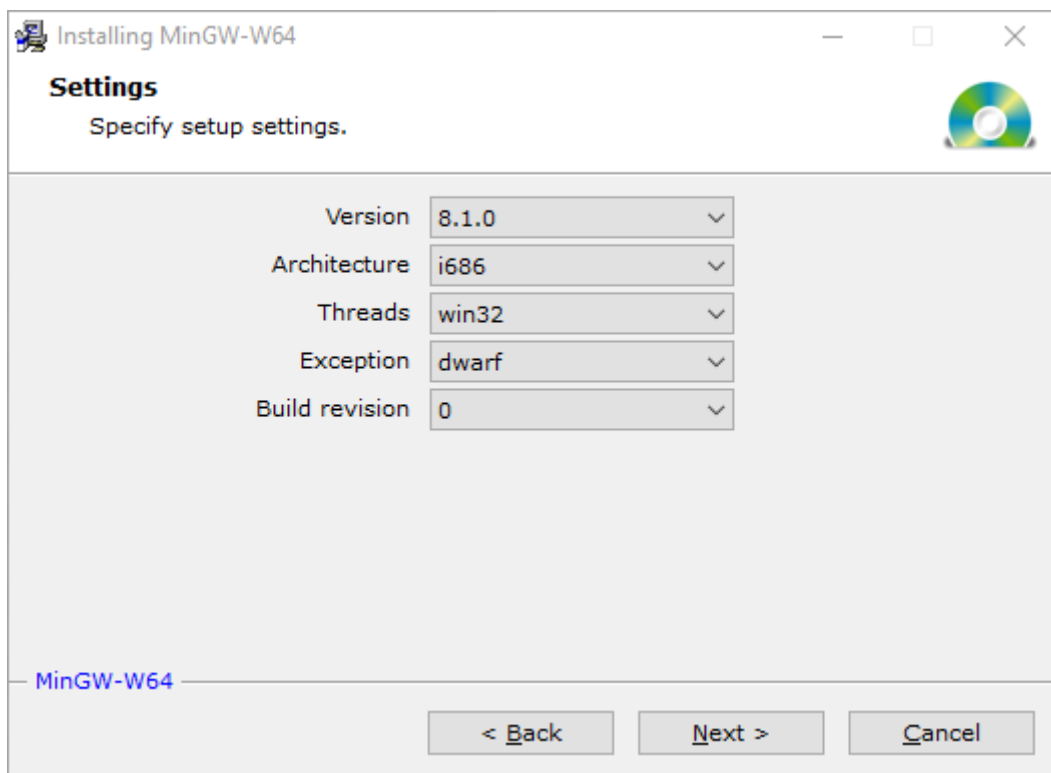
Orx works with MinGW-w64. Do not download the Mingw32 project, Orx does not support this compiler anymore. You can download the installer from:

<https://mingw-w64.org/doku.php/download/mingw-builds> You will want the mingw-w64-install.exe file.

- Run the mingw-w64-install.exe file.
- If you want to install the 64-bit compiler, select the following options:



- Choose an installation directory. To avoid dramas, choose a folder without spaces in the path. Something like C:\MinGW-w64\x86_64-8.1.0-win32-seh is best.
- Continue with the rest of the installation.
- If you want to install the 32-bit compiler as well, select the following options:



- Choose an installation directory. To avoid dramas, choose a folder without spaces in the path. Something like C:\MinGW-w64\i686-8.1.0-win32-dwarf is best.

- Continue with the rest of the installation.

Updating the PATH environment variable

1. Edit the System Environment Variables
2. Add your MinGW bin folder locations into the PATH list, ie: C:\MinGW-w64\x86_64-8.1.0-win32-seh\bin and C:\MinGW-w64\i686-8.1.0-win32-dwarf\bin (depending where you installed it)

Creating a build project for gmake

When first cloning Orx, this project should already be created for you at:
C:\[somewhere]\orx\code\build\windows\gmake.

If not, run the setup.bat script in the root of the Orx repo folder.

If you need to run it, the expected output is:

```
Building configurations...
Running action 'gmake'...
Generating windows/gmake/Makefile...
Generating windows/gmake/orx.make...
Generating windows/gmake/orxLIB.make...
Generating windows/gmake/Bounce.make...
Done.
```

Compiling

1. cd into the gmake folder
2. mingw32-make (to compile the default configuration - debug/64-bit)

Expected output

```
"==== Building orxLIB (debug) ====
Creating ../../lib/dynamic
Creating obj/Debug/orxLIB
orxPlugin_EmbeddedList.cpp
orxAnim.c
orxAnimPointer.c
orxAnimSet.c
orxModule.c
orxType.c
orxClock.c
orxCommand.c
orxConfig.c
orxConsole.c
```

```
orxEvent.c
orxLocale.c
orxResource.c
orxSystem.c
orxThread.c
orxDebug.c
orxFPS.c
orxProfiler.c
orxDisplay.c
orxFont.c
orxGraphic.c
orxScreenshot.c
orxText.c
orxTexture.c
orxFile.c
orxInput.c
orxJoystick.c
orxKeyboard.c
orxMouse.c
orxParam.c
orxMath.c
orxVector.c
orxBank.c
orxMemory.c
orxFrame.c
orxFX.c
orxFXPointer.c
orXObject.c
orxSpawner.c
orxStructure.c
orxTimeLine.c
orxBody.c
orxPhysics.c
orxPlugin.c
orxCamera.c
orxRender.c
orxShader.c
orxShaderPointer.c
orxViewport.c
orxSound.c
orxSoundPointer.c
orxSoundSystem.c
orxHashTable.c
orxLinkList.c
orxString.c
orxTree.c
Linking orxLIB
Running post-build commands
```

```
cmd /c copy /Y ..\..\..\lib\dynamic\orx*.dll ..\..\..\bin
..\..\..\lib\dynamic\orxd.dll
    1 file(s) copied.
"==== Building orx (debug) ====
Creating obj/Debug/orx
orxMain.c
Linking orx
"==== Building Bounce (debug) ====
Creating ../../bin/plugins/demo
Creating obj/Debug/Bounce
orxBounce.c
Linking Bounce
```

Your Orx Library

If you check in the C:[somewhere]\orx\code\lib\dynamic folder, you'll see an liborxd.a and orxd.dll

Other configurations and 32-bit / 64-bit

If you wish to build the other configurations, this is the complete list:

- mingw32-make config=debug64
- mingw32-make config=profile64
- mingw32-make config=release64
- mingw32-make config=debug32
- mingw32-make config=profile32
- mingw32-make config=release32

Troubleshooting

Q. You get no errors, but no information either, just output like:

```
"==== Building orxLIB (debug) ====
"==== Building orx (debug) ====
"==== Building Bounce (debug) ====="
```

A. Try compiling again with debug messages again to get all possible information:

```
mingw32-make -d config=debug64 or mingw32-make -d config=debug32
```

Q. If you cannot compile, and you see something in the messages or logs regarding: C:\Program Files (x86)\Git\bin\sh.exe

A. This is because you have installed Git Bash and it has added C:\Program Files (x86)\Git\bin to your windows path. Therefore git binaries are available to your windows console and are clashing with

mingw. Remove the path from your Environment Variables:

C:\Program Files (x86)\Git\bin

Reopen your Windows Console and try compiling again.

Q. You don't get any specific errors in the debug output.

A. Ensure you passed the correct config value. It must be either debug32, profile32, release32, debug64, profile64, release64 or not specified. If you typed any other value, you will get empty output like:

```
"==== Building orxLIB (wrong) ===="  
"==== Building orx (wrong) ===="  
"==== Building Bounce (wrong) ====="
```

From:

<https://orx-project.org/wiki/> - **Orx Learning**

Permanent link:

https://orx-project.org/wiki/en/tutorials/compiling_orx_with_mingw32_gmake?rev=1563417007

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