To do a full rebuild:

cd /cygdrive/c/steve/TestArea/main

find . -type d -name “wnt\_\_\_” -exec rm -rf {} \;

source winenv.set.sh

cd instsetoo\_native

build --all

To redirect standard error while building:

build --all 2>&1 | tee/tmp/AOO-Build.log

The second line removes the wnt\_\_\_ folders found in every module directory, which contain build history information. With these gone, the modules will be rebuilt next time build is run.

First module to look at is the first module in the build list.

In Visual Studio, figure out how to make the first module build, look like the equivalent of autoconfig, run configure (what about bootstrap?), setting the environment. Everything done in Cygwin should be able to be done through Windows.

Once we’ve set up the solution in Visual Studio, steps like configure & bootstrap in Cygwin won’t be necessary.

Useful shell tools:

- find - finds files with names matching input

- sed - stream editor

- grep - regexp file searcher

For each module:

- Source files

- Dependency list

- Supplemental makefiles (represent projects within the makefile)

- build rules associated with each makefile

In each module directory there is a prj (project) directory and a build.lst file. The first line of this build.lst file is the list of dependencies. The other lines of this list identify which makefiles and sets of rules are used to build that module. Also in here will be the various source files (c, cxx, h, hxx, res, etc.) included in that module. Will need an accounting of these, their types, and what types of build rules are associated with each of these files. Will need to port the build rules into VS.

Build rules:

- In VS, a project’s properties contain all of the build rules we will need to change around

- In the application settings of a project, most projects should compile to a dll - the default is a Windows application (?)

Types of projects:

- dll

- exe

- documentation project

Create a custom master VS project which will exist solely to call Windows make for different platforms. This project will execute a batch file which calls build for the different platforms.

grep “pattern” file… - looks for the pattern in the specified files, if no files provided looks in standard input piped to it

sed - search and replace

vi - visual editor, works on textfiles

Need a spreadsheet or something such which contains a list of every single module & the rules & dependencies associated with each module.

The solenv module exists to set up the framework that the rest of the build system depends on - it sets up the environment that other modules reside in.

We need to create a win32 command project, which will output an executable which creates the necessary script we need.

To get a list of the modules for what has already been built:

cat /tmp

cat AOO\* | grep “Building module”