FloPoCo – developer guide
for the MS Windows^TM platform

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1 Intro

This guide will lead you step by step to set-up the FloPoCo [1] development system for the MS Windows^TM platform.

2 Prerequisites

Operating System – Microsoft Windows XP (32bit) Service Pack 2

Compiler – Microsoft Visual C++ 2008 (Microsoft Visual Studio 9.0.2)

3 Requisites

Our current system configuration on which we are able to run FloPoCo (0.9.3) is:

CMake – CMake 2.6 patch 2

SVN – CollabNet Subversion Command-Line Client v1.5.5 (for Windows)

FloPoCo – latest version

4 Installing subversion

1. go to: http://www.collab.net/downloads/subversion/

2. you must create an account if you don't have one already

3. download *CollabNet Subversion Command-Line Client v1.5.5 (for Windows)*

4. install the software

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[1]FloPoCo is available under GPL at http://www.ens-lyon.fr/LIP/Arenaire/Ware/FloPoCo/

5   Installing CMake

1. go to: http://www.cmake.org/cmake/resources/software.html and download the Win32 installer for cmake (cmake-2.6.2-win32-x86.exe)

2. install the software

6   Fetching FloPoCo

1. in a windows terminal (command prompt) write:
   ```
   svn checkout –username developername https://scm.gforge.inria.fr/svn/flopoco
   ```

   be sure to replace `developername` with the developer name provided by the project administrator, Florent de Dinechin (Florent.de.Dinechin@ens-lyon.fr) .

7   Setting up the libraries - MPFR and GMP

- copy the provided header files (gmp.h, gmp-impl.h, gmpxx.h, mpfr.h, pstdint.h) into the **include** folder of your Visual Studio 9 VC installation.
  The default path should be: **c:\Program Files\Microsoft Visual Studio 9.0\VC\include**

- copy the provided libraries (gmp.lib, gmpxx.lib, mpfr.lib) into the **lib** folder of your Visual Studio 9 VC installation.
  The default path should be: **c:\Program Files\Microsoft Visual Studio 9.0\VC\lib**

8   Creating the VC++ solution

- open CMake

- under **where is the source code** chose the path all the way to the FloPoCo trunk folder, for example: C:\dev\flopoco\trunk

- under **where to build the binaries** chose the same path as above

- hit the **Configure** button and chose Visual Studio 9 2008

- at the next dialog message (Trying to build FloPoCo on Windows, compiler is cl) press ok.

- in the **Cache Values** listings it should be able to find all except Sollya (the last line)

- the solution (project file) is now available in the trunk folder

9   Obtaining a FloPoCo executable

- open the solution .sln file

- in the *Solution Explorer* right click on *flopoco* and select *Set as StartUp Project*

- right click *flopoco* again and go to *Properties*

- select Linker – Input

- under *Additional Dependencies*, remove the last entry gmpxx.lib

- right click *flopoco* – Build (it sould give some gmpxx.h warning but no errors)

- the executable is now available in trunk\Release or trunk\Debug , function of what type of output you have selected.

- run the executable using the command line