

#### NAME

ExtUtils::MM\_Win32 - methods to override UN\*X behaviour in ExtUtils::MakeMaker

# **SYNOPSIS**

use ExtUtils::MM\_Win32; # Done internally by ExtUtils::MakeMaker if needed

# **DESCRIPTION**

See ExtUtils::MM\_Unix for a documentation of the methods provided there. This package overrides the implementation of these methods, not the semantics.

#### Overridden methods

### dlsyms

xs\_dlsyms\_ext

On Win32, is .def.

replace\_manpage\_separator

Changes the path separator with .

# maybe command

Since Windows has nothing as simple as an executable bit, we check the file extension.

The PATHEXT env variable will be used to get a list of extensions that might indicate a command, otherwise .com, .exe, .bat and .cmd will be used by default.

### init DIRFILESEP

Using \ for Windows, except for "gmake" where it is /.

init\_tools

Override some of the slower, portable commands with Windows specific ones.

init\_others

Override the default link and compile tools.

LDLOADLIBS's default is changed to \$Config{libs}.

Adjustments are made for Borland's quirks needing -L to come first.

init platform

Add MM\_Win32\_VERSION.

platform\_constants

specify\_shell

Set SHELL to \$ENV{COMSPEC} only if make is type 'gmake'.

constants

Add MAXLINELENGTH for dmake before all the constants are output.

special\_targets

Add .USESHELL target for dmake.

static\_lib\_pure\_cmd

Defines how to run the archive utility

dynamic\_lib

Methods are overridden here: not dynamic\_lib itself, but the utility ones that do the OS-specific work



extra\_clean\_files

Clean out some extra dll.{base,exp} files which might be generated by gcc. Otherwise, take out all \*.pdb files.

init\_linker

perl\_script

Checks for the perl program under several common perl extensions.

quote\_dep

xs\_obj\_opt

Override to fixup -o flags for MSVC.

pasthru

All we send is -nologo to nmake to prevent it from printing its damned banner.

arch\_check (override)

Normalize all arguments for consistency of comparison.

oneliner

These are based on what command.com does on Win98. They may be wrong for other Windows shells, I don't know.

cd

dmake can handle Unix style cd'ing but nmake (at least 1.5) cannot. It wants:

```
cd dir1\dir2
command
another_command
cd ..\..
```

max\_exec\_len

nmake 1.50 limits command length to 2048 characters.

os flavor

Windows is Win32.

cflags

Defines the PERLDLL symbol if we are configured for static building since all code destined for the perl5xx.dll must be compiled with the PERLDLL symbol defined.

make\_type

Returns a suitable string describing the type of makefile being written.