

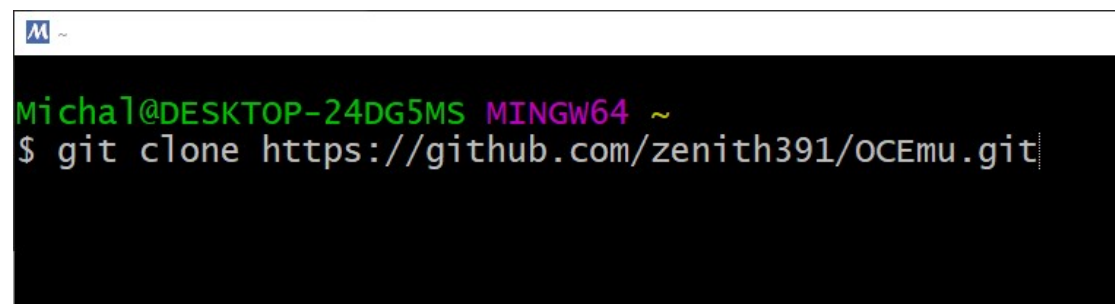
1. downloading:

In README.md:

```
This git repository contains submodules, please clone using git clone --recursive  
https://github.com/gamax92/OCEmu.git
```

still old repository

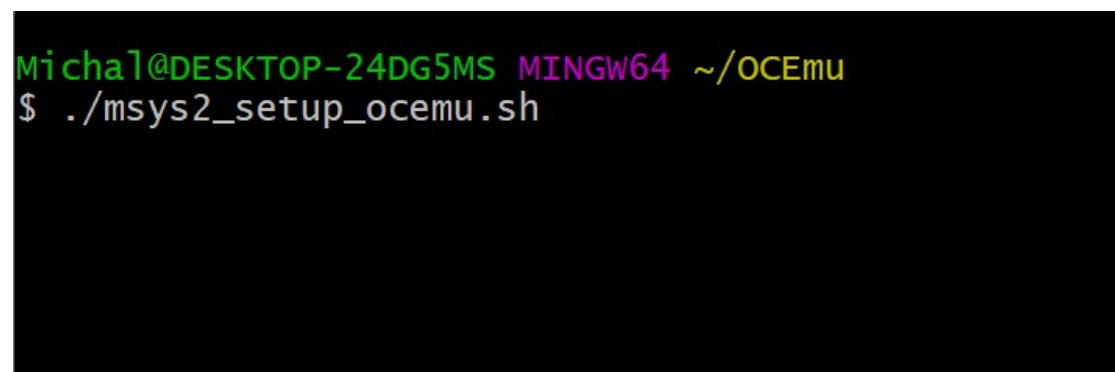
cloning new repository



```
M ~  
Michał@DESKTOP-24DG5MS MINGW64 ~  
$ git clone https://github.com/zenith391/OCEmu.git
```

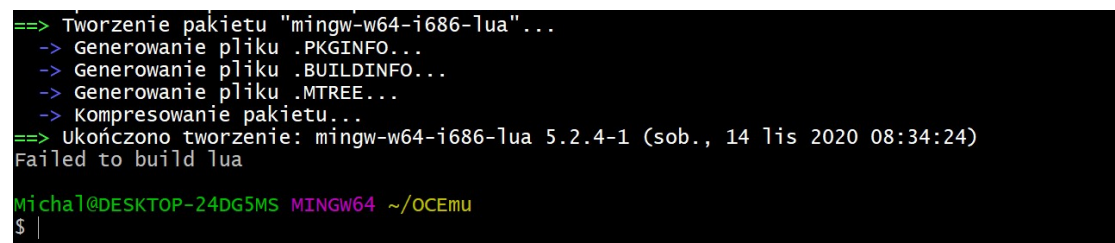
running msys script

./msys



```
Michał@DESKTOP-24DG5MS MINGW64 ~/OCEmu  
$ ./msys2_setup_ocemu.sh
```

and failed to build lua



```
=> Tworzenie pakietu "mingw-w64-i686-lua"...  
-> Generowanie pliku .PKGINFO...  
-> Generowanie pliku .BUILDINFO...  
-> Generowanie pliku .MTREE...  
-> Kompresowanie pakietu...  
=> Ukończono tworzenie: mingw-w64-i686-lua 5.2.4-1 (sob., 14 lis 2020 08:34:24)  
Failed to build lua  
Michał@DESKTOP-24DG5MS MINGW64 ~/OCEmu  
$ |
```

why? script expects .pkg.tar.xz package

```

24 makepkg-mingw
25 if [ ! -e mingw-w64-${MACHINE_TYPE}-lua-5.2.4-1-any.pkg.tar.xz ]; then
26     echo "Failed to build lua"
27     exit 1
28 fi

```

but lua comes in a .pkg.tar.zst extension

```

lua-5.2.4.tar.gz
mingw-w64-i686-lua-5.2.4-1-any.pkg.tar.zst
mingw-w64-x86_64-lua-5.2.4-1-any.pkg.tar.zst
PKGBUILD

```

changing line 25 and 29 to use the .zst flies

also here i'll copy the script to home dir and copy it to OCEmu after recolning the rep

after doing that i'll run the new script

```

Michal@DESKTOP-24DG5MS MINGW64 ~
$ rm -rf OCEmu/

Michal@DESKTOP-24DG5MS MINGW64 ~
$ git clone https://github.com/zenith391/OCEmu.git
Cloning into 'OCEmu'...
remote: Enumerating objects: 85, done.
remote: Counting objects: 100% (85/85), done.
remote: Compressing objects: 100% (66/66), done.
remote: Total 1075 (delta 51), reused 39 (delta 19), pack-reused 990
Receiving objects: 100% (1075/1075), 313.05 KiB | 1.01 MiB/s, done.
Resolving deltas: 100% (743/743), done.

Michal@DESKTOP-24DG5MS MINGW64 ~
$ cp msys2_setup_ocemu.sh OCEmu/

Michal@DESKTOP-24DG5MS MINGW64 ~
$

```

the lua install goes well

after lua made, luafilesystem starts to download and rm asks for comfirmation on deliting some files in luafilesystem/.git

```

rm: usunąć zabezpieczony przed zapisem plik zwykły 'luafilesystem/.git/objects/00/5c38ece4a10e62727406eac213585c1f3e6734'?
rm: nie można usunąć 'luafilesystem/.git/objects/00': Directory not empty
rm: usunąć zabezpieczony przed zapisem plik zwykły 'luafilesystem/.git/objects/0e/4007ed0fe9a628859dfd3b41ae53a2dd0da3ac'?
rm: nie można usunąć 'luafilesystem/.git/objects/0e': Directory not empty
rm: usunąć zabezpieczony przed zapisem plik zwykły 'luafilesystem/.git/objects/11/70ad25c90b3733719b666da93057c22a7550bf'?
rm: usunąć zabezpieczony przed zapisem plik zwykły 'luafilesystem/.git/objects/11/94711715b60c69e015afee646e04bd9924b235'?
rm: nie można usunąć 'luafilesystem/.git/objects/11': Directory not empty
rm: usunąć zabezpieczony przed zapisem plik zwykły 'luafilesystem/.git/objects/1c/11efc89e18ffeb5fed9673d7def61926f0b7a5'?

```

but after holding enter so a couple of second luafilesystem builds successfully and the script moves on to luautf8 and the same happens here

and the same with luaffifb

now real trouble starts with luasocket - the compiler throwes an error

```

In file included from luasocket.c:30:
inet.h:46:13: error: conflicting types for 'inet_ntop'
  46 | const char *inet_ntop(int af, const void *src, char *dst, socklen_t cnt);
      |             ^~~~~~
In file included from wsocket.h:12,
                  from socket.h:18,
                  from inet.h:18,
                  from luasocket.c:30:

```

as per issue <https://github.com/diegonehab/luasocket/issues/298>

i remove -DLUASOCKET_INET_PTON from src/makefile

```

158 #-----
159 # Compiler and linker settings
160 # for MingW
161 SO_mingw=dll
162 O_mingw=o
163 C_mingw=gcc
164 DEF_mingw= -DLUASOCKET_INET_PTON -DLUASOCKET_${DEBUG} -DLUA_${COMPAT}_MODULE \
165           -DWINVER=0x0501 -DLUASOCKET_API='__declspec(dllexport)' \
166           -DMIME_API='__declspec(dllexport)'
167 CFLAGS_mingw= -I$(LUAINC) $(DEF) -pedantic -Wall -O2 -fno-common \
168              -fvisibility=hidden
169 LDFLAGS_mingw= $(LUALIB) -shared -Wl,-s -lws2_32 -o
170 LD_mingw=gcc
171 SOCKET_mingw=wsocket.o
172

```

and it work fine


```

124
125     if [ ! -e luasocket ]; then
126         echo "Failed to download luasocket"
127         exit 1
128     fi
129     cd luasocket
130     cd src
131     cat << 'EOF' > makefile.patch
132     --- makefileOLD 2020-11-14 09:17:45.892001600 +0100
133     +++ makefile     2020-11-14 09:20:57.252003000 +0100
134     @@ -161,7 +161,7 @@
135     SO_mingw=dll
136     O_mingw=o
137     CC_mingw=gcc
138     -DEF_mingw= -DLUASOCKET_INET_PTON -DLUASOCKET_${DEBUG} -DLUA_${COMPAT}_MODULE \
139     +DEF_mingw= -DLUASOCKET_${DEBUG} -DLUA_${COMPAT}_MODULE \
140     -DWINVER=0x0501 -DLUASOCKET_API='__declspec(dllexport)' \
141     -DMIME_API='__declspec(dllexport)'
142     CFLAGS_mingw= -I$(LUAINC) $(DEF) -pedantic -Wall -O2 -fno-common \
143     EOF
144     patch < makefile.patch
145     cd ..
146     LUALIB_mingw=-llua LUAV=5.2 make mingw
147     if [ ! -e src/mime.dll.1.0.3 ]; then

```

and the patch worked

next is luasec

as per issue <https://github.com/brunoos/luasec/issues/93> i changed the git line to get the master branch

```

152     cd ..
153     rm -r luasocket
154     git clone -b master https://github.com/brunoos/luasec.git
155     if [ ! -e luasec ]; then
156         echo "Failed to download luasec"

```

and i needed to change the patch a little (line 174-176)

```

158  fi
159  cd luasec
160  cat << 'EOF' > luasec_mingw.patch
161  --- src/luasocket/Makefile-old 2015-06-27 11:28:34.279159900 -0600
162  +++ src/luasocket/Makefile 2015-06-27 11:31:17.381422000 -0600
163  @@ -5,5 @@
164  - usocket.o
165  + wsocket.o
166  @@ -26,26 @@
167  -usocket.o: usocket.c socket.h io.h timeout.h usocket.h
168  +wsocket.o: wsocket.c socket.h io.h timeout.h wsocket.h
169  --- src/Makefile-old 2015-06-27 11:54:34.670465000 -0600
170  +++ src/Makefile 2015-06-27 11:54:42.310475600 -0600
171  @@ -1,1 @@
172  -CMOD=ssl.so
173  +CMOD=ssl.dll
174  @@ -55,55 @@
175  - $(CCLD) $(LDFLAGS) -o $@ $(OBS) $(LIBS)
176  + $(CCLD) $(LDFLAGS) -o $@ $(OBS) $(LIBS) -llua -lws2_32
177  EOF
178  patch -p0 < luasec_mingw.patch
179  INC_PATH= LD=gcc CC=gcc make linux

```

and that fixed it, it does compile and the OCEmu.exe works