

SPELL-GUI build instructions

How to setup a new build environment

Setup of SPELL-GUI headless compilation

```

# Requirements that need to be setup to enable the headless build of
SPELL-GUI:
# 1) Eclipse SDK for the corresponding target platform
#     Can be downloaded directly from the Eclipse website
# 2) ORBIT build repository for the required cots
#     Can be downloaded from
http://download.eclipse.org/tools/orbit/downloads/
#     Choose a version matching your target platform and download the
Zipped Orbit Build Repository
# 3) (Optional) A packaged JRE installation for your target platform
#     Can be skipped if there is a matching JRE already installed on
the target machine(>= 1.8)
#     Download a JRE tar.gz package for the target platform under
http://www.oracle.com/technetwork/java/javase/downloads/index.html
# 4) An installed JDK(>= 1.8) to be able to compile the SPELL GUI source
code
#     Can be downloaded from
http://www.oracle.com/technetwork/java/javase/downloads/index.html

# Updating the Build script
# 1) Eclipse SDK for the corresponding target platform
#     Update the following parameters to point to the SDK.
#     ECLIPSE_BASE points to the eclipse used to run the equinox build
process
#     SPELL_GUI_COTS points to the eclipse used to run SPELL GUI after
the build
set ECLIPSE_BASE=R:\NewSpellDev\build\eclipse-SDK-4.8M5-win32

# 2) ORBIT build repository for the required cots
# 2.1) Additional COTS repositories for SPELL-GUI
#     Put All COTS p2 repo into the same folder and set the parameter
ORBIT_COTS_REPO to the base folder containing all repositories
set ORBIT_COTS_REPO=R:\NewSpellDev\build-repo
set SPELL_GUI_COTS=R:\NewSpellDev\build\eclipse-SDK-4.8M5-win32

# 3) (Optional) A packaged JRE installation for your target platform
#     Unpack the downloaded JRE and point the variable JRE to the actual
jre contained within the tar.gz:
set JRE=absolute:R:\NewSpellGUI\jre-8u151-windows-i586\jre1.8.0_151

# 4) An installed JDK(>= 1.8) to be able to compile the SPELL GUI source
code
#     If the PATH variable doesn't contain the JDK binaries update the
variable
#     JAVA with the path to a JRE or JDK and uncomment the update for the
PATH variable
#     and update it with the path to the JDK's javac
set JAVA=java
REM set PATH=<path to javac>;%PATH%

```

Building SPELL-GUI

Cross Compilation of SPELL-GUI on Windows

```
# 1) Check out SPELL GUI repository
#   The build file will take the location of the build file as the
#   repository path.
#   To customize this location open the build_win32.cmd or build_linux.cmd
#   and point the parameter SPELL_GUI_REPO to the correct folder:
set SPELL_GUI_REPO=%~DP0
set SPELL_GUI_REPO=%SPELL_GUI_REPO:~0,-1%

# 3) Run the build script build_win32.cmd to create windows version of
#   SPELL DEV or use build_linux.cmd to create the Linux version of SPELL GUI
#   This will create a build directory containing all the necessary
#   plugins and start the build process.
#   The label of the SPELL GUI folder can be changed by updating the
#   archivePrefix parameter in build_win32.cmd or build_linux.cmd
-DarchivePrefix=SPELL_GUI_4.0.2

# 4) Wait for the build process to finish then you can find the new SPELL
#   GUI package in the following archive relative to your spell-gui repository:
#   Windows:
..\SPELL-GUI_build_win32\eclipse.build\I.SPELL-GUI\SPELL-GUI-win32.win32.x
86.zip
#   Linux 32bit gtk:
..\SPELL-GUI_build_linux\eclipse.build\I.SPELL-GUI\SPELL-GUI-linux.gtk.x8
6.zip
```