## Building Windows Go programs on Linux

See here for available GOOS and GOARCH values.

## Go version >= 1.5

Since Go version 1.5 cross-compiling of pure Go executables has become very easy. Try it out with the code below. More can be found at this blog post by Dave Cheney.

You can now run hello.exe on a Windows machine near you.

Note that the command above will silently rebuild most of standard library, and for this reason will be quite slow. To speed-up the process, you can install all the windows-amd64 standard packages on your system with

```
GOOS=windows GOARCH=amd64 go install
```

Note also that cgo is disabled when cross-compiling, so any file that mentions import "C" will be silently ignored (See https://github.com/golang/go/issues/24068). In order to use cgo, or any of the build modes c-archive, c-shared, shared, plugin, you need to have a C cross-compiler.

## Older Go version (<1.5)

I use linux/386, but, I suspect, this procedure will apply to other host platforms as well.

```
Preparation (if needed):
sudo apt-get install gcc
export go env GOROOT
```

First step is to build host version of go:

```
cd $GOROOT/src
sudo -E GOOS=windows GOARCH=386 PATH=$PATH ./make.bash
```

Next you need to build the rest of go compilers and linkers. I have small program to do that:

```
$ cat ~/bin/buildcmd
#!/bin/sh
set -e
for arch in 8 6; do
    for cmd in a c g l; do
        go tool dist install -v cmd/$arch$cmd
    done
done
exit 0
```

Last step is to build Windows versions of standard commands and libraries. I have a small script for that too:

```
$ cat ~/bin/buildpkg
#!/bin/sh
if [ -z "$1" ]; then
    echo 'GOOS is not specified' 1>&2
    exit 2
else
    export GOOS=$1
    if [ "$GOOS" = "windows" ]; then
        export CGO ENABLED=0
    fi
fi
shift
if [ -n "$1" ]; then
    export GOARCH=$1
fi
cd $GOROOT/src
go tool dist install -v pkg/runtime
go install -v -a std
```

## \$ ~/bin/buildpkg windows 386

to build Windows/386 version of Go commands and packages. You can probably see from my script that I exclude building of any cgo related parts — these will not work for me, since I do not have correspondent gcc cross-compiling tools installed. So I just skip those.

Now we're ready to build our Windows executable:

```
$ cat hello.go
```

I run it like that:

```
package main
import "fmt"

func main() {
        fmt.Printf("Hello\n")
}
$ GOOS=windows GOARCH=386 go build -o hello.exe hello.go
We just need to find a Windows computer to run our hello.exe.
```