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Windows NT 3.5 Source Code Compiled!

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ashific

            66

Windows NT 3.5 Source Code Compiled!

📄 Thu Dec 14, 2023 11:36 am

Hi everyone!

In May 2020, the Windows NT 3.5 build 782 source code was leaked. However, it have a lot of missing files, including the compilers, linkers, headers and so on. Most of these tools can be applied from the SDKs and DDKs for Windows NT 3.5 (you can also temporary handle the NT 3.51's DDK files but after that replacing them if need). In most of terms, the source code of NT 3.5 is pretty compilable! Especially the NTOS folder, which stays for the kernel and base of the system.

As an example of it's compilability, there's an example:
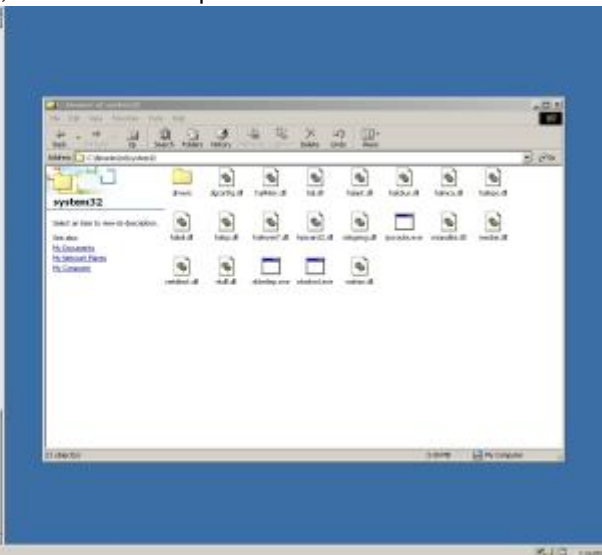
Building

For first, make sure that you're meeting following requirements

- A virtual machine with Windows 2000 or older OS (up to NT 3.1)
- At least 15 GB of free space
- A bit of patience.

Then do the following steps:

- Download the NT 3.5's source code and extract it into **C:\NT**. Otherwise it will won't binplace items and cause some errors.
- Download the patches with this link: https://drive.google.com/file/d/19FJj26Scdz3l3hx6mms7rBYNROX9UvKs/view?usp=drive_link and extract the **NT** folder onto the source code folder. Click Yes and replace all files.
- Open Command Prompt, switch to the **C:\NT** and write *attrib -r -h * /s /d* for removing attributes. If you're on Windows XP and newer, just uncheck "Read-only" for folder.
- Then write *public\tools\razzle*
- If it will ask for a file placing, choose "F". It copies a file from *ntx86bld* folder.
- You're done!

Note that installations of Visual Studio are **NOT recommended**, because they will cause build problems.

Changelog
What was changed?

- Razzle was edited for supporting any users. Before that Razzle supported only pre-defined users on DEVELOPR folder (ntx86bld, alphachk and so on). Also added OAK\I386 into Path.
- Most of tools need for compilation were compiled with help of NT 3.5 612 build's SDK tools and NT 3.51's DDK tools. The compiled files were replaced the temporary ones.
- Some headers were partially fixed, need for compilation. In result, most of components are starting to compile.
- Fixed the encryption files issue, by porting them from OpenNT source code. Only missing encryption is CBC, but it compiles without that.

Current Issues

- At this moment, not all components of WINDOWS folder can be compiled. The **wingdip.h** file should be replaced and/or fixed with working one.
- When compiling WINDBG folder, it pops up an error of undefined function export.
- Some folders, containing custom compilers (for example ` CL.exe for DOS) cannot be compiled with main compiler.

If you wish to contribute, please write your comments and message here!

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*People say "I love you", but Paruyr Sevak once said "**They don't love again, they love once more…**"*

⬆

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yksoft1

❝

Re: Windows NT 3.5 Source Code Compiled!
🔖 Fri Dec 15, 2023 2:10 am

seems easier than compiling 2003sp0 leaked in the Gigaleak year as there is no certificate issues here at all

ashific

Re: Windows NT 3.5 Source Code Compiled!

Fri Dec 15, 2023 6:05 am

> **66 yksoft1 wrote:** ↑
> seems easier than compiling 2003sp0 leaked in the Gigaleak year as there is no certificate issues here at all

yeah, the certificates started to be checked from times of 2000 or XP developments

People say "I love you", but Paruyr Sevak once said "They don't love again, they love once more…"

louisw3

Re: Windows NT 3.5 Source Code Compiled!

Fri Dec 15, 2023 4:17 pm

Now this looks super interesting!

"Those who don't understand UNIX are condemned to reinvent it, poorly." – Henry Spencer

ashific

Re: Windows NT 3.5 Source Code Compiled!

Sun Dec 17, 2023 3:20 pm

New patches version v2 uploaded! Download it: https://drive.google.com/file/d/1GQugCC ... sp=sharing

Changes

- Fixed issues with **RC** and **RCPP** files, whose closed due to errors and in result most of files were broken
- Fixed **WINDOWS** headers issue
- Changed **DIRS** file to include all directories from *OPTIONAL_DIRS* parameter
- Razzle has been improved to copy environment file without confirmation

- **NET** folder made possible to build without any errors

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*People say "I love you", but Paruyr Sevak once said "**They don't love again, they love once more…**"*

🔼

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yourepicfailure
Donator

❝

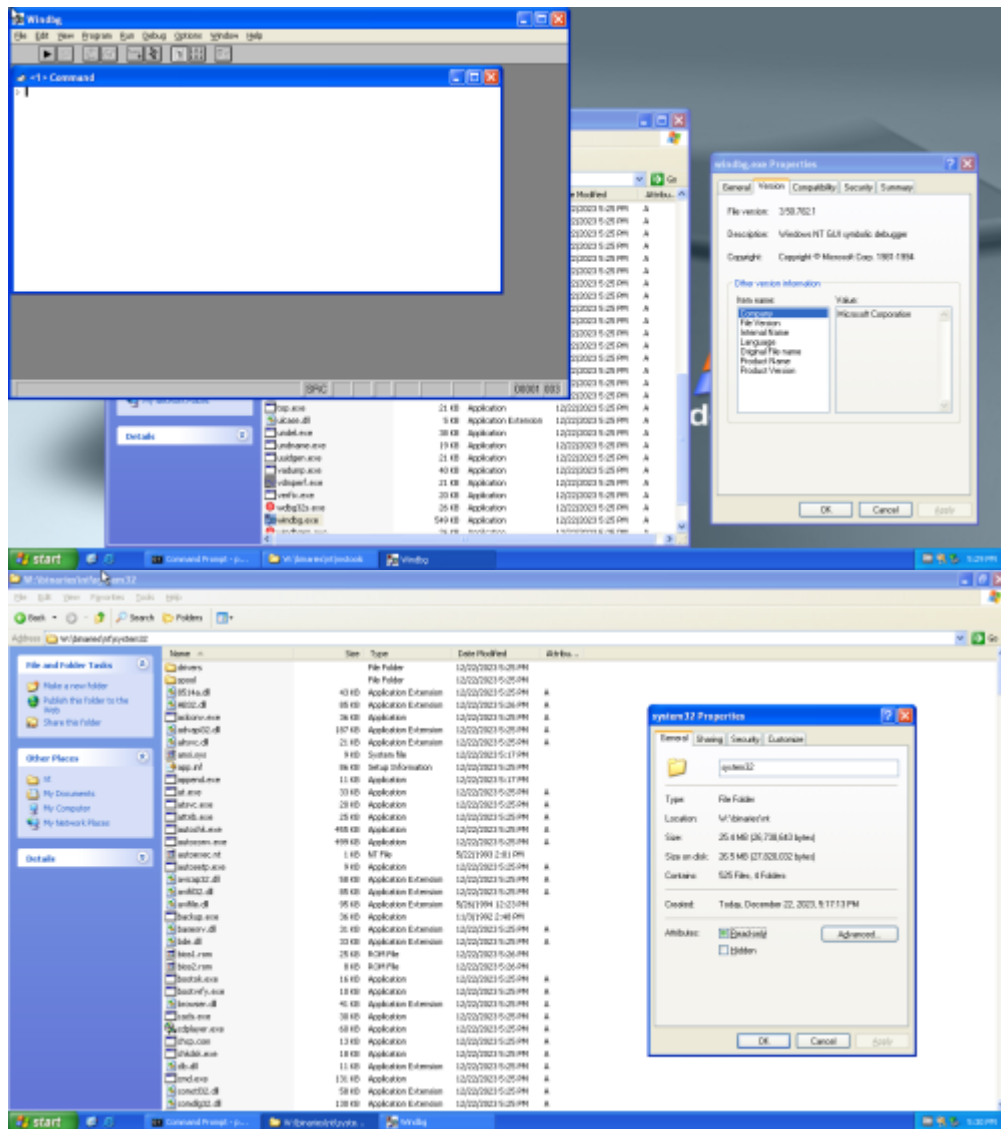## Re: Windows NT 3.5 Source Code Compiled!

📄 Sat Dec 23, 2023 2:29 am

you do realize that you just have to run nmake /f makefil0 in each directory that has it and it will generate the header files?
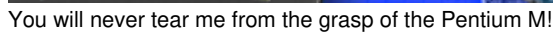and you don't have to modify the dirs files, just do

set BUILD_OPTIONS=[optional_dirs_here_separated_by_space_without_brackets]

when you follow these, you don't have to do nearly as much modification or tweaking and you'll have greater success, including a working windbg.
this was with straight, nearly untouched source. i only really used my build tools and a slightly modified razzle that sets the user to NTRETAIL.
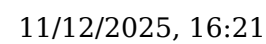
> 66
>
> *"C makes it easy to shoot yourself in the foot; C++ makes it harder, but when you do it blows your whole leg off"*
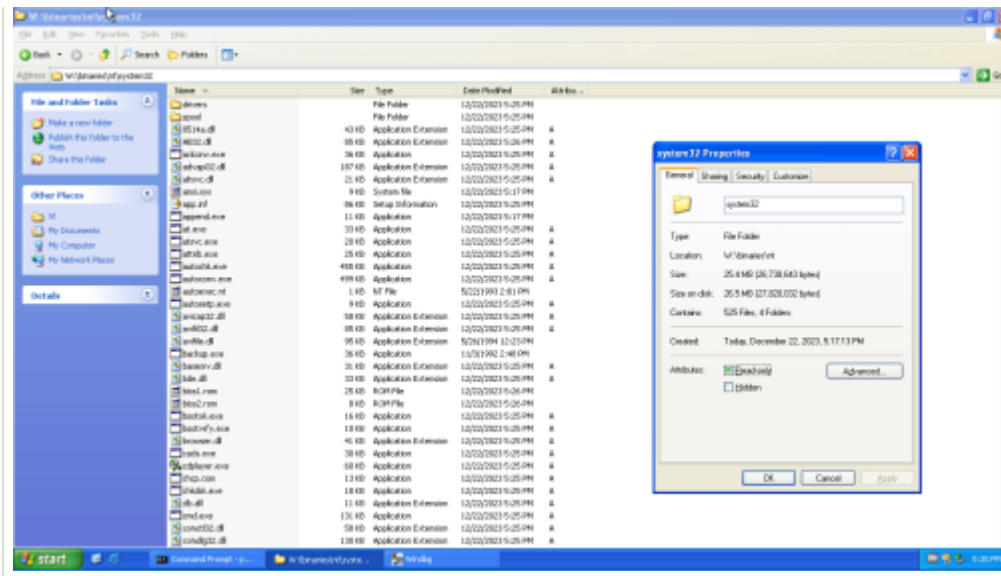

You will never tear me from the grasp of the Pentium M!

ashific

Re: Windows NT 3.5 Source Code Compiled!

Sat Dec 23, 2023 5:53 am

> 66 **yourepicfailure wrote:** ↑
> you do realize that you just have to run nmake /f makefil0 in each directory that has it and it will generate the header files?
> and you don't have to modify the dirs files, just do
>
> set BUILD_OPTIONS=[optional_dirs_here_separated_by_space_without_brackets]
>
> when you follow these, you don't have to do nearly as much modification or tweaking and you'll have greater success, including a working windbg.
> this was with straight, nearly untouched source. i only really used my build tools and a slightly modified razzle that sets the user to NTRETAIL.

oh, I thought some headers are unbelieveably set up as yacc-ish files, and they would be harder to compile. mostly I did build -cZP on root directory and most of errors were demolished. anyways thanks to help dude :33

*People say "I love you", but Paruyr Sevak once said "**They don't love again, they love once more…**"*

🔼

yourepicfailure
Donator

💬

Re: Windows NT 3.5 Source Code Compiled!

📄 Sat Dec 23, 2023 6:05 am

yup, when you run the nmake command it runs the script to make and place the correct headers.
this alone resolves 90% of the header problems.

this is in stark comparison to say the xp or 2k3 source where it generates the headers automatically with build and you don't have to run the command separately to make them if they are missing.

my advice to you is find every location of a makefil0 and make a bat file that runs the nmake on all of them as part of a "setup" script

> 💬
> *"C makes it easy to shoot yourself in the foot; C++ makes it harder, but when you do it blows your whole leg off"*

You will never tear me from the grasp of the Pentium M!

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ashific

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Re: Windows NT 3.5 Source Code Compiled!

Sun Dec 24, 2023 9:49 pm

> **❝ yourepicfailure wrote: ↑**
> yup, when you run the nmake command it runs the script to make and place the correct headers.
> this alone resolves 90% of the header problems.
>
> this is in stark comparison to say the xp or 2k3 source where it generates the headers automatically with build
> and you don't have to run the command separately to make them if they are missing.
>
> my advice to you is find every location of a makefil0 and make a bat file that runs the nmake on all of them as
> part of a "setup" script

oh yeah, at least it would be interesting. but this is the only small part of inconsistences: next there are some
problems with mvdm and cairole compilations, albeit they also partially have makefil0s to execute. then the crt
library doesn't want to build without specifically marked parameters, as buildcrt.cmd generates way more errors
than simple build -cZP.

obviously these problems could be resolved but their fix requires a bit more time, because source code is way
too witched.

*People say "I love you", but Paruyr Sevak once said "**They don't love again, they love once more…**"*
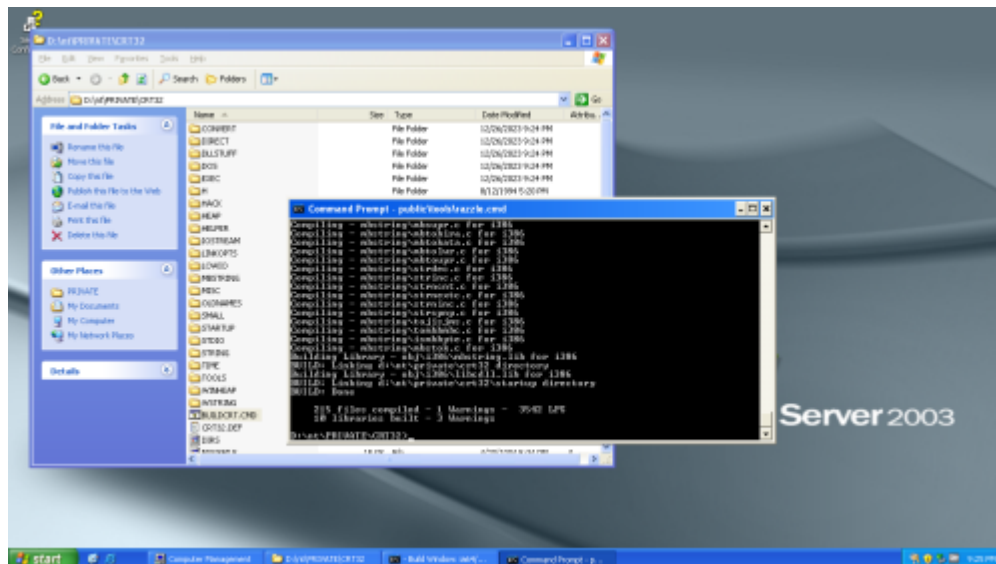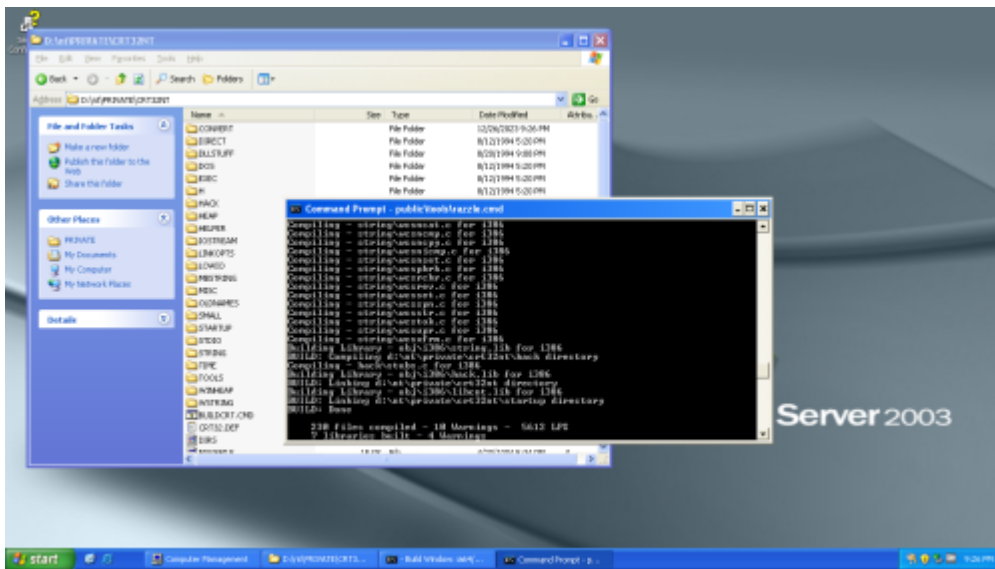
❯

yourepicfailure
Donator

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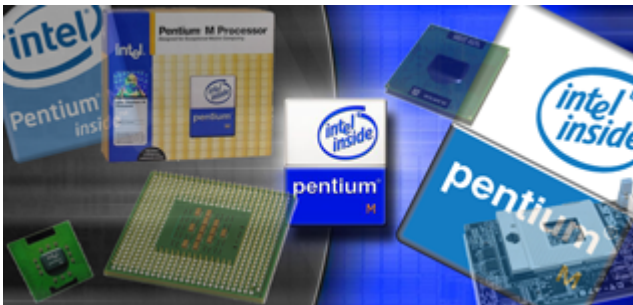## Re: Windows NT 3.5 Source Code Compiled!

Wed Dec 27, 2023 6:25 am

I don't know what errors you're getting with buildcrt, i have zero errors just a few warnings

> ❝
> *"C makes it easy to shoot yourself in the foot; C++ makes it harder, but when you do it blows your whole leg off"*

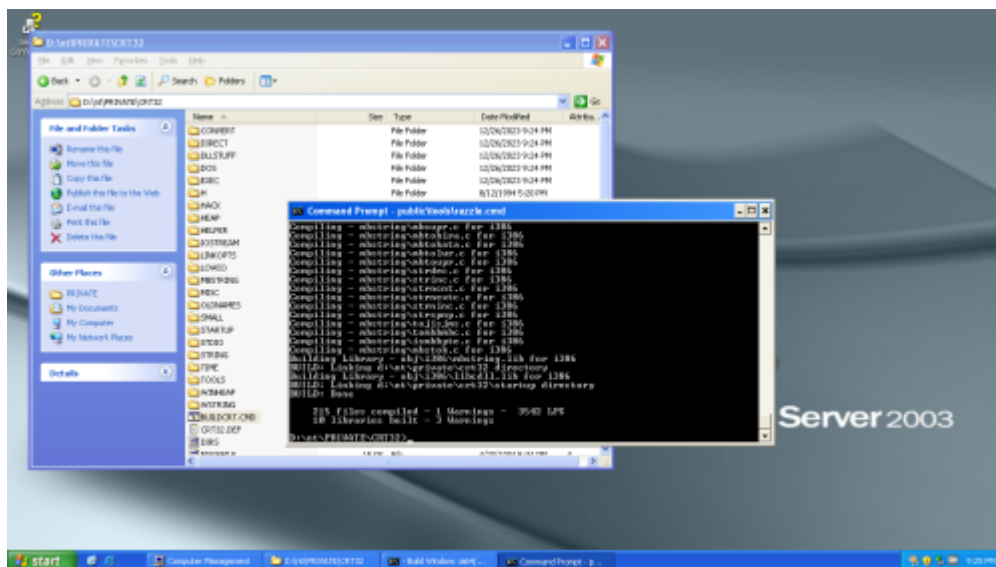
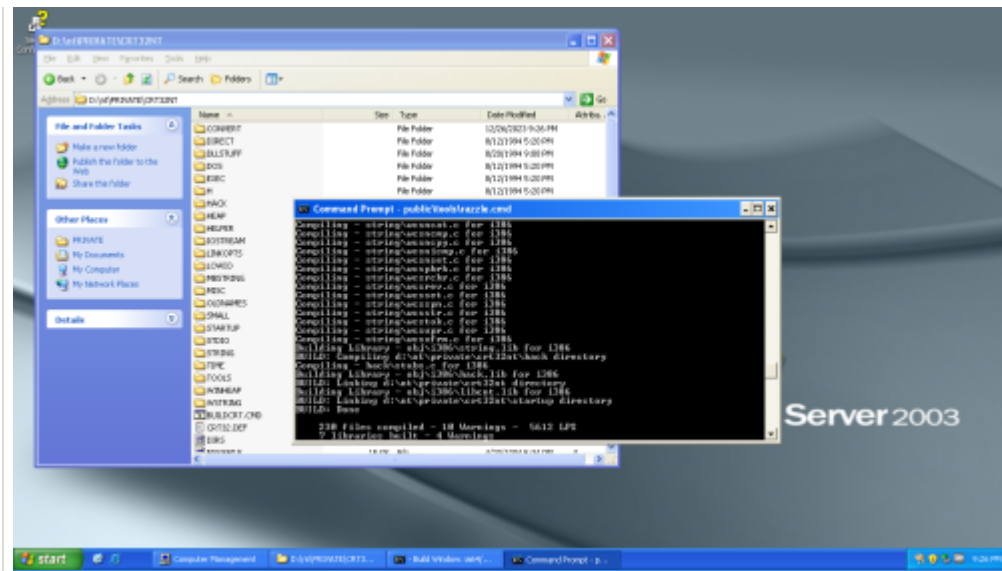You will never tear me from the grasp of the Pentium M!

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ashific

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Re: Windows NT 3.5 Source Code Compiled!

📄 Sat Dec 30, 2023 7:42 am

> 66 **yourepicfailure wrote:** ↑
> I don't know what errors you're getting with buildcrt, i have zero errors just a few warnings
>
>

these errors mostly hopping out for me because I'm trying to build it with pre-defined script (buildcrt.cmd), albeit with build -cZP it pops out error about undefined variable in sources file

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*People say "I love you", but Paruyr Sevak once said "**They don't love again, they love once more…**"*

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netindiapro

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Re: Windows NT 3.5 Source Code Compiled!

🖿 Sat Mar 22, 2025 8:28 am

Has anybody tried making iso file post compilation if so then please provide steps to do so.

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