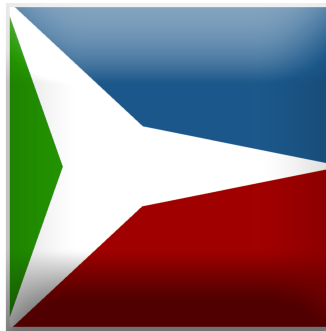


October 4, 2022



1 How to build CMason from sources?

First, download CMason sources from cmason.gabrielmargarido.org.

Install Node.js and NPM (via: apt, dnf, yum, pacman)
or download from www.nodejs.org.

Install Node dependencies as `--save-dev: typescript, @types/node, pkg`

[GNU Make]

```
cd cmason-build/src && make
```

[Shell Script]

```
cd cmason-build/src  
sudo chmod +x make.sh  
./make.sh
```

[Windows - Batch]

```
cd cmason-build\src  
start make.bat
```

2 Run CMason - Masonfile

SYNTAX:

```
mason-common -t <target>
mason-save -t <target>
mason-dev -t <target>
```

```
mason-common -t
mason-save -t
mason-dev -t
```

```
mason-common --version
mason-save --version
mason-dev --version
```

EXAMPLE:

```
mason-common -t build
mason-save -t build
mason-dev -t build
```

```
mason-common -t
mason-save -t
mason-dev -t
```

```
mason-common --version
mason-save --version
mason-dev --version
```

3 CMason Common Architectures

WIN32
WIN64
WIN*ARM32
WIN*ARM64

MAC32
MAC64
MAC*ARM64

LINUX32
LINUX64
LINUX*ARM32
LINUX*ARM64
LINUX*PPC32
LINUX*PPC64
LINUX*S390
LINUX*S390X
LINUX*MIPS
LINUX*MIPSEL

FREEBSD32
FREEBSD64
FREEBSD*ARM32
FREEBSD*ARM64
FREEBSD*PPC32
FREEBSD*PPC64
FREEBSD*S390
FREEBSD*S390X
FREEBSD*MIPS
FREEBSD*MIPSEL

OPENBSD32
OPENBSD64
OPENBSD*ARM32
OPENBSD*ARM64
OPENBSD*PPC32
OPENBSD*PPC64
OPENBSD*S390
OPENBSD*S390X
OPENBSD*MIPS
OPENBSD*MIPSEL

SUNOS32
SUNOS64
SUNOS*ARM32
SUNOS*ARM64
SUNOS*PPC32
SUNOS*PPC64
SUNOS*S390
SUNOS*S390X
SUNOS*MIPS
SUNOS*MIPSEL

UNIVERSAL

4 CMason Common

CMason Common binary inspects Masonfile archives looking for targets based on: Current running Operating System and CPU Architecture

```
# Microsoft Windows (all)
WIN32_all: "echo 'main target for windows'"
WIN64_all: "echo 'main target for windows (64-bit)'"
WIN*ARM64_all: "echo 'main target for windows (ARM 64-bit)'"

# Apple MacOS X (all)
MAC32_all: "echo 'main target for macos x (old models)'"
MAC64_all: "echo 'main target for macos x (64-bit)'"
MAC*ARM64_all: "echo 'main target for macos x (Apple Silicon)'"

# Microsoft Windows (guess)
WIN32_guess: "echo 'guess target for windows'"
WIN64_guess: "echo 'guess target for windows (64-bit)'"
WIN*ARM64_guess: "echo 'guess target for windows (ARM 64-bit)'"

# Apple MacOS X (guess)
MAC32_guess: "echo 'guess target for macos x (old models)'"
MAC64_guess: "echo 'guess target for macos x (64-bit)'"
MAC*ARM64_guess: "echo 'guess target for macos x (Apple Silicon)'"

# Microsoft Windows (build)
WIN32_build: "echo 'build target for windows'"
WIN64_build: "echo 'build target for windows (64-bit)'"
WIN*ARM64_build: "echo 'build target for windows (ARM 64-bit)'"

# Apple MacOS X (build)
MAC32_build: "echo 'build target for macos x (old models)'"
MAC64_build: "echo 'build target for macos x (64-bit)'"
MAC*ARM64_build: "echo 'guess target for macos x (Apple Silicon)'"
```

5 CMason Save Operating System List

WIN MAC LINUX FREEBSD OPENBSD SUNOS UNIVERSAL

6 CMason Save

CMason Dev binary inspects Masonfile archives looking for targets based on:
Current running Operating System

```
# Microsoft Windows
WIN_all: "echo 'main target for windows'"

# Apple MacOS X
MAC_all: "echo 'main target for macos x'"
```

7 CMason Dev

CMason Dev binary inspects Masonfile archives looking for targets based on its
name.

```
# Any Operating System
all: "echo 'main target'"
build: "echo 'build target'"
guess: "echo 'guess target'"
```

This documentation is dedicated to:

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