

## NAME

ExtUtils::MM\_Win32 - methods to override UN\*X behaviour in ExtUtils::MakeMaker

## SYNOPSIS

```
use ExtUtils::MM_Win32; # Done internally by ExtUtils::MakeMaker if needed
```

## DESCRIPTION

See ExtUtils::MM\_Unix for a documentation of the methods provided there. This package overrides the implementation of these methods, not the semantics.

### Overridden methods

#### **dlsyms**

replace\_manpage\_separator

Changes the path separator with .

#### **maybe\_command**

Since Windows has nothing as simple as an executable bit, we check the file extension.

The PATHEXT env variable will be used to get a list of extensions that might indicate a command, otherwise .com, .exe, .bat and .cmd will be used by default.

#### **init\_DIRFILESEP**

Using \ for Windows.

#### **init\_others**

Override some of the Unix specific commands with portable ExtUtils::Command ones.

Also provide defaults for LD and AR in case the %Config values aren't set.

LDLOADLIBS's default is changed to \$Config{libs}.

Adjustments are made for Borland's quirks needing -L to come first.

init\_platform

Add MM\_Win32\_VERSION.

platform\_constants

special\_targets

Add .USESHELL target for dmake.

static\_lib

Changes how to run the linker.

The rest is duplicate code from MM\_Unix. Should move the linker code to its own method.

dynamic\_lib

Complicated stuff for Win32 that I don't understand. :(

extra\_clean\_files

Clean out some extra dll.{base,exp} files which might be generated by gcc. Otherwise, take out all \*.pdb files.

init\_linker

perl\_script

Checks for the perl program under several common perl extensions.

xs\_o

This target is stubbed out. Not sure why.

#### pasthru

All we send is -nologo to nmake to prevent it from printing its damned banner.

#### oneliner

These are based on what command.com does on Win98. They may be wrong for other Windows shells, I don't know.

#### cd

dmake can handle Unix style cd'ing but nmake (at least 1.5) cannot. It wants:

```
cd dir
command
another_command
cd ..
```

NOTE: This only works with simple relative directories. Throw it an absolute dir or something with .. in it and things will go wrong.

#### max\_exec\_len

nmake 1.50 limits command length to 2048 characters.

#### os\_flavor

Windows is Win32.

#### cflags

Defines the PERLDLL symbol if we are configured for static building since all code destined for the perl5xx.dll must be compiled with the PERLDLL symbol defined.