Building Stroika

Common

Stroika is a C++ class library. For the most part, it's built using a thin layer of perl scripts to build configuration, and then invoke platform specific build tools.

This is NOT necessarily well thought out, nor well done. I considered using cmake, or ant as a portable way to organize builds. I still might. But for now – its perl scripts + platform specific mechainsms.

Required Tools

{THIS SECTION ALSO NEEDS A REWRITE}

For Windows

- Visual Studio.net 2012 (or later)
- Cygwin
  Including
  - make
  - g++ (to build astyle)
  - perl

For UNIX

- Compiler
  - gcc 4.7 or later OR
    - This works well – and is the primary well Stroika is tested
  - llvm 3.2 or later
    - (still doesn't work, but close)
- perl

Optional Components

- curl
  - If present, Stroika can be configured to include it and take advantage of it
- openssl
  - You can use the statically linked copy in ThirdPartyProducts, or the os-intalled .so files.

Build Process

On any platform, building Stroika, and all is demo applications and regression tests is as simple as cd'ing to the top-level directory, and typing make

Special Targets

- make
  builds Stroika
- make run-tests
  Builds Stroika, and all the regression tests, and runs the regression tests

Configuration

Building Stroika requires building special configuration files. But using the above mechanism automatically builds them for you. To customize your Stroika configuration, you can manually run

- GenerateConfiguration.pl
  - Generates IntermediateFiles\Configuration.xml
- ApplyConfiguration.pl
  - Generates makefiles (as appropriate for your platform/Configuration.xml file), and C++ #include files

Using Visual Studio.net

Visual Studio.net project and solution files are available for the Stroika demos, top-level project files, and regression tests. Once you have built your configuration files (see above), you can use the project files to build, test, extend and develop Stroika.

Using QtCreator (on unix)

Run Library/Projects/QtCreator/CreateQtCreatorSymbolicLinks.sh to create project files at the top level of your Stroika directory. Then you can open that .creator file in qtCreator, and build and debug Stroika-based appliactions.