

# ReactOS Build Environment

*Version 0.3.7 for Windows-based operating systems*

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## **Introduction**

The ReactOS Build Environment ("RosBE") is a Build Environment for building ReactOS based on GCC 4.1.3/MinGW. This version is targeted at Windows-NT-based operating systems.

## **Installation**

While installing the ReactOS Build Environment you are asked to provide the directory where your ReactOS sources are located (ie.reactos\), you must enter the complete path to them (ie. C:\projects\reactos). The path is now required for the ReactOS Build Environment to work correctly so if you change where your sources are located you must also change the entry in the shortcuts in the start menu (the 'Start in:' entry).

## **Version Information**

The ReactOS Build Environment v0.3.7 contains the following packages:

- binutils-2.17.50-20070122-1 (CVS version)
- mingw-4.1.3-20070405-prerelease  
patched with "[gcc-virtual-stdcall.patch](#)"  
**NOTE:** This GCC version only supports C and C++
- mingw32-make-3.81-2
- Mingw-runtime 3.12
- Nasm 0.98.39
- W32api 3.9

## **Tested Operating Systems**

Although the Build Environment is designed to work on all Windows-NT-based operating systems, I only tested it on the following systems:

- Windows XP SP2
- Windows 2003 SP2

## **Websites**

MingW – Minimalist GNU for Windows

<http://www.mingw.org>

Binutils, the Binary Tools Collection  
<http://www.gnu.org/software/binutils>

GCC, the GNU Compiler Collection  
<http://www.gnu.org>

Make, the Makefile processor  
<http://www.gnu.org/software/make>

NASM, the Netwide Assembler  
<http://nasm.sourceforge.net>

NSIS (Nullsoft Scriptable Install System)  
<http://nsis.sourceforge.net/>

GnuWin32Project (tee/test/sed/cut/grep and dependencies were obtained here)  
<http://gnuwin32.sourceforge.net/>

Subversion Client  
<http://subversion.tigris.org/>

## **Credits**

Credits go to blight and dralnx, who created the original ReactOS Build Environment for Windows and to Colin Finck. His Unix Version uses many ideas of it and I got much help from him already, too.

Special thanks also to ROSFan, who created the nice ReactOS Build Environment Logo.