ReactOS Build Environment

Version 1.0 for Windows-NT-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 or should be checked out to (ie.reactos\), you must enter the complete path to this folder (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). If you did not checkout a Source tree yet, start RosBE and type "svn create". This will take a while.

Version Information

The ReactOS Build Environment v1.0 contains the following packages:

- binutils-2.18.50-20071015 (CVS version)
  patched with:

  binutils-2.18.50.10-15-2007-snapshot-hpoussin.patch
- mingw-4.1.3-20071015-prerelease
  patched with:

  "GCC-v4.1-r129382-prerelease-w3seek.patch"

  "GCC-v4.1-r129382-virtual-stdcall-bug27067.patch"

  "GCC-v4.1-r129490-CreateFileMapping-Vista-bug30335.patch"
  NOTE: This GCC version only supports C and C++
- mingw32-make-3.81-2
- Mingw-runtime 3.13
- Nasm 0.99.05
- W32api 3.10

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.gcc.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/grep and dependencies were obtained here)

http://gnuwin32.sourceforge.net

Olof's Tools (cut)

http://www.ltr-data.se

Subversion Client

http://subversion.tigris.org

Credits

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

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

P.S. Welcome Back Peter :-)