

# ReactOS Build Environment

Version 0.3.8 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 v0.3.8 contains the following packages:

- binutils-2.17.50-20070806 (CVS version)
- mingw-4.1.3-20070826-prerelease  
patched with "[gcc-virtual-stdcall.patch](#)"  
**NOTE:** This GCC version only supports C and C++
- mingw32-make-3.81-2
- Mingw-runtime 3.13
- Nasm 0.99.02
- 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.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 dralnix, 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.