

K-Meleon

BuildKMeleon

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This document covers only the process of building K-Meleon's source code. For documentation on building a complete K-Meleon distribution, see [BuildKMeleonDistribution](#).

The Easy way

Build requirements

- [K-Meleon build environment](#) (based on 1.5a1 source code)
- Microsoft Visual C++. Version 7.1 (Visual Studio 2003).

Building

Open `src\KMeleon.sln` in VS2003, choose the configuration (Release or Release Unicode) and build. Doesn't work? Use the mailing list or the development forum if you have any questions. You can also update the source code using a CVS client (look at WinCVS or TortoiseCVS).

The 'Normal' Way

Build requirements

- K-Meleon source code. You can either get the release version from the [Download](#) page or get the development code from the revision control system (see [KMeleonCVS](#)).
- Mozilla SDK or compiled Mozilla code.
- Microsoft Visual C++. Version 7.1 (Visual Studio 2003) is recommended, but you should be able to use version 6 with a few changes to the code. Compilation using MinGW or the free Microsoft Visual C++ toolkit is not supported. (You can, however, compile some of the plugins using these two compilers; see also [KPluginsAndGcc](#).)

Building

All you need to do next is build `k-meleon.exe` and the plugins. This should be straightforward if you use Visual Studio.

If Visual Studio complains that it cannot find the Mozilla header files, go to *Project > Settings > C/C++ > **Preprocessor > Additional include directories (VS 6)** or **Project > Properties > C/C++ > General > Additional Include Directories (VS 2003)*** and correct the Mozilla directories.

You should also change the output directory, *Project > Settings > Link > Output file name (VS 6)* or *Project > Settings > Linker > General > Output File (VS 2003)*.

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