



FASTBUILD

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Hello World (Windows)

Overview

A minimal configuration is shown for compiling a simple "Hello World" application on Windows.

This examples illustrates:

- Compiling a directory of cpp files
- Linking those object files into an Executable
- Linking against the standard libraries

To make the sample easier to understand, it is more verbose than is required.

Code (main.cpp)

```
#include "stdio.h"

int main(int, char[])
{
```

```
printf( "Hello!\n" );  
return 0;  
}
```

Configuration (fbuild.bff)

```
// HelloWorld  
//-----  
  
// Windows Platform (VS 2013 Compiler, Windows 7.1A SDK)  
//-----  
.VSBasePath          = 'C:\Program Files (x86)\Microsoft Visual Studio 12.0'  
.WindowsSDKBasePath = 'C:\Program Files (x86)\Microsoft SDKs\Windows\v7.1A'  
  
// Settings  
//-----  
Settings  
{  
    .Environment      = { "PATH=$VSBasePath$\Common7\IDE\;$VSBasePath$\VC\bin\  
                          "TMP=C:\Windows\Temp",  
                          "SystemRoot=C:\Windows" }  
}  
  
// X86 ToolChain  
//-----  
.Compiler              = '$VSBasePath$\VC\bin\cl.exe'  
.CompilerOptions       = '"%1"'           // Input  
                        + ' /Fo"%2"'       // Output  
                        + ' /Z7'           // Debug format (in .obj)  
                        + ' /c'           // Compile only  
                        + ' /nologo'       // No compiler spam
```

```
+ ' /W4'           // Warning level 4
+ ' /WX'           // Warnings as errors
.Linker             = '$VSBBasePath$\VC\bin\link.exe'
.LinkerOptions      = ' /OUT:"%2"'       // Output
+ ' "%1"'           // Input
+ ' /WX'           // Warnings as errors
+ ' /NOLOGO'        // No linker spam
+ ' /DEBUG'         // Keep debug info when linking
+ ' /NODEFAULTLIB'  // We'll specify the libs explicitly

// Include paths
//-----
.BaseIncludePaths   = ' /I"./"'
+ ' /I"$VSBBasePath$/VC/include/'
.CompilerOptions    + .BaseIncludePaths

// Library paths
//-----
.LibPaths           = ' /LIBPATH:"$WindowsSDKBasePath$\Lib"'
+ ' /LIBPATH:"$VSBBasePath$\VC\lib"'
.LinkerOptions      + .LibPaths

// HelloWorld
//-----
ObjectList( 'HelloWorld-Lib' )
{
    .CompilerInputPath = '\'
    .CompilerOutputPath = 'Out\'
}

Executable( 'HelloWorld' )
{
    .Libraries          = { "HelloWorld-Lib" }
```

```
.LinkerOutput      = 'Out\HelloWorld.exe'
.LinkerOptions     + ' libcmtd.lib'      // Std Lib (Multi-Threaded, Static, Release)
                  + ' kernel32.lib'     // Kernel functions
}

// All
//-----
Alias( 'all' ) { .Targets = { 'HelloWorld' } }
```

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