



rdeioris Update BuildingNotes.md

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👥 2 contributors



Building Lua static library for Mac

```
# edit src/Makefile and set MYCFLAGS to -mmacosx-version-min=10.12
make macosx
```

Building Lua static library for Linux x86_64

```
# after having added -fPIC to MYCFLAGS in src/Makefile
make linux
```

Building Lua static library for Win64

```
# open visual studio shell for x64
cl /MD /O2 /c /DLUA_BUILD_AS_DLL /DLUA_COMPAT_5_2 *.c
rm lua.obj
rm luac.obj
lib /OUT:liblua53_win64.lib *.obj
```

Building Lua static library for Android



54 lines (41 sloc)

1.43 KB



```
rm lua.o
rm luac.o
~/ndk/bin/arm-linux-androideabi-ar.exe rcu liblua53_android.a *.o
```

Building Lua static library for iOS

Comment the `os_execute` function in `loslib.c` and its mapping in the `syslib` array

```
clang -arch arm64 -mios-version-min=7.0 -isysroot /Applications/Xcode.app/Contents/D
rm lua.o luac.o
ar rcu liblua53_ios.a *.o
```

Building Lua static library for Linux AArch64

```
# assume cross compiler for aarch64 is available
aarch64-linux-gnu-gcc -O2 -Wall -Werror -Wextra -DLUA_USE_POSIX -DLUA_USEDLOPEN -DLU
rm lua.o
rm luac.o
aarch64-linux-gnu-ar rcD liblua53_linux_aarch64.a *.o
```