How to compile MapWinGIS.ocx and create an OCX-only installer

In this tutorial I will describe how to set-up an environment that will let you compile the ActiveX control MapWinGIS.ocx and how to create an ocx-only installer for using with your own application.
The latest ocx-only installer will be available at http://mapwingis.codeplex.com
I'll try to regularly upload a new version.

Environment

First set up your environment.
I like to do these kind of stuff in a separate virtual machine. I use VMWare or VirtualBox for that.

The screenshots I've made are from a WinXP Pro 32-Bit machine with all the latest updates.

If you want to compile the ocx yourself you need Visual Studio 2008 Pro, with some hacks it is also possible to use the free addition but I will not cover that.
In short: for compiling C++ you need the Pro version.

Because we're going to create an installer we need to have a virus protection application. You can use the one you like as long as it is up-to-date. I use Microsoft Security Essentials because it is free and doesn't seems to slow down my pc too much.

Install the latest version of MapWindow GIS (http://tinyurl.com/mwMonthly) to make sure you have all the correct dependencies, the installer will check for those and install them if necessary. After installing MapWindow you can uninstall it again. We don't need it anymore.

Now download and install the latest version of TortoiseSVN (http://tortoisesvn.net/), we need this application to download the source code from the SVN repositories.

Download and install the latest version of Inno Setup QuickStart Pack (http://www.jrsoftware.org/isdl.php), we need this to create the installer. The setup of the Inno Setup QuickStart Pack asks you to download extra files like innoIDE and ISS. It is recommended that you let the setup download and install those as well.
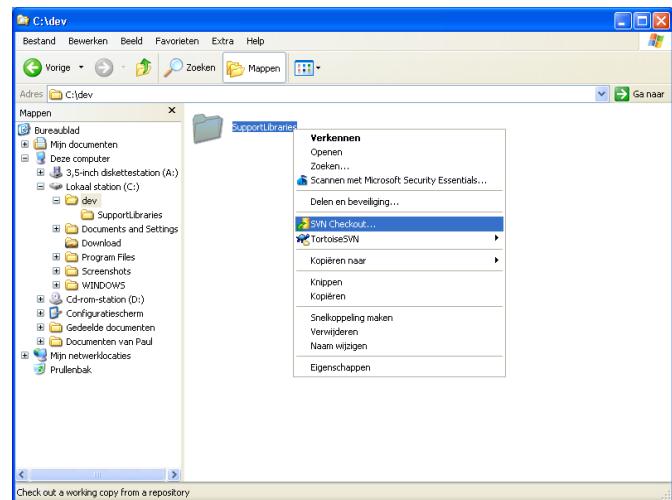I'll be using the innoIDE in my screenshots.

Source code

Now it is time to download some source
code.
First create this folder:
C:\dev\SupportLibraries
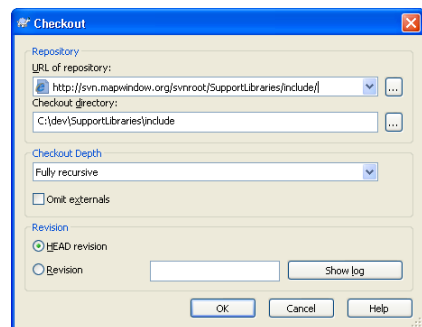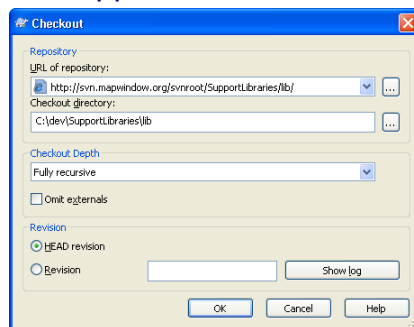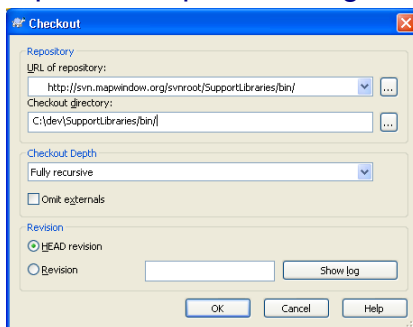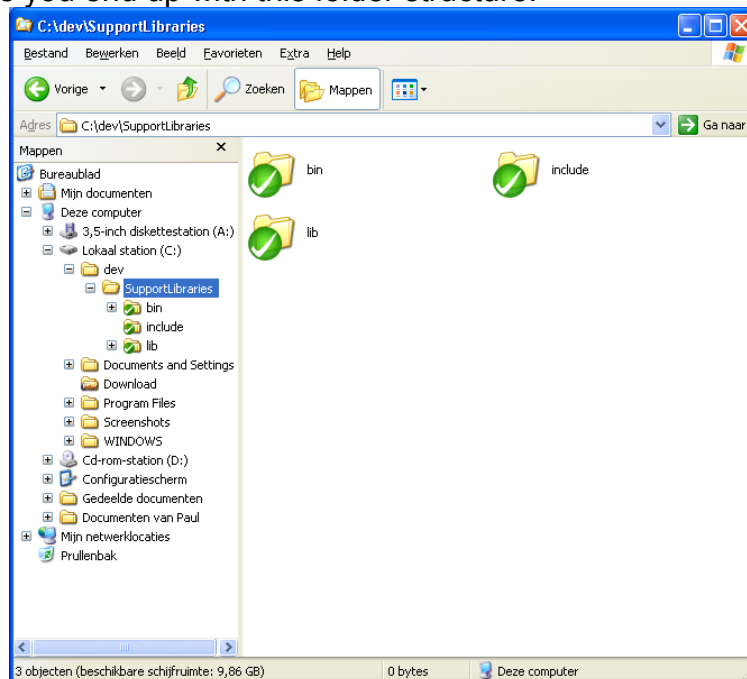Right-click on the SupportLibraries folder
and do SVN CheckOut:

Use the URL:
http://svn.mapwindow.org/svnroot/SupportLibraries/bin/ to check out the bin folder and
these for the other two folders:
http://svn.mapwindow.org/svnroot/SupportLibraries/lib/
http://svn.mapwindow.org/svnroot/SupportLibraries/include/
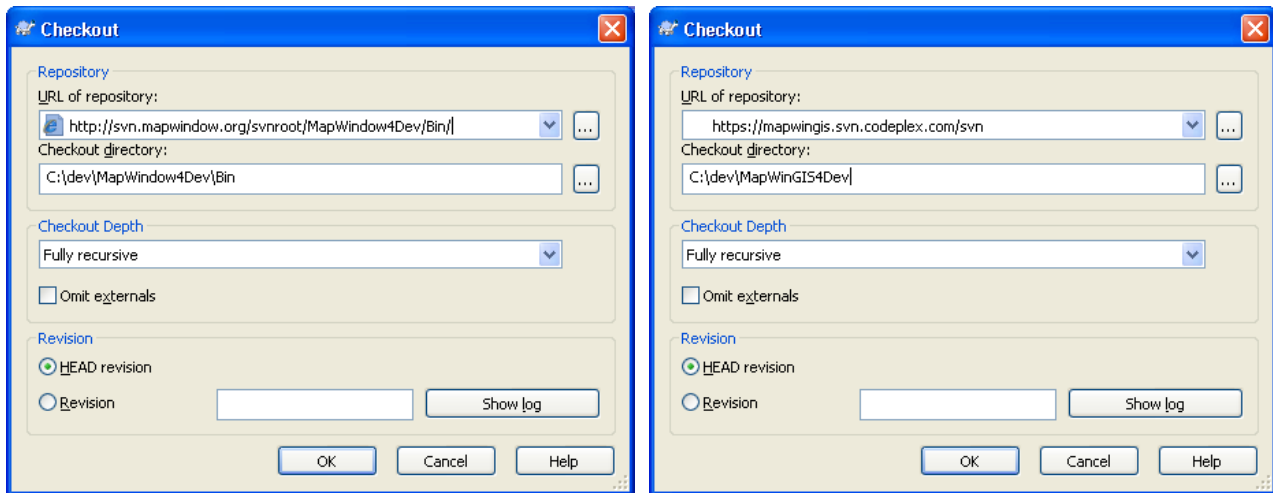
After a few minutes you end up with this folder structure:

Now do the same with the bin folder of MapWindow4Dev.
Create this folder: C:\Dev\MapWindow4Dev\Bin and use this URL to check out:
http://svn.mapwindow.org/svnroot/MapWindow4Dev/Bin/
And create this folder: C:\Dev\MapWinGIS4Dev and use this URL to check out the source
code of the ocx: https://mapwingis.svn.codeplex.com/svn
Note: http://svn.mapwindow.org/svnroot/MapWinGIS4Dev/ is the old code, don't use it
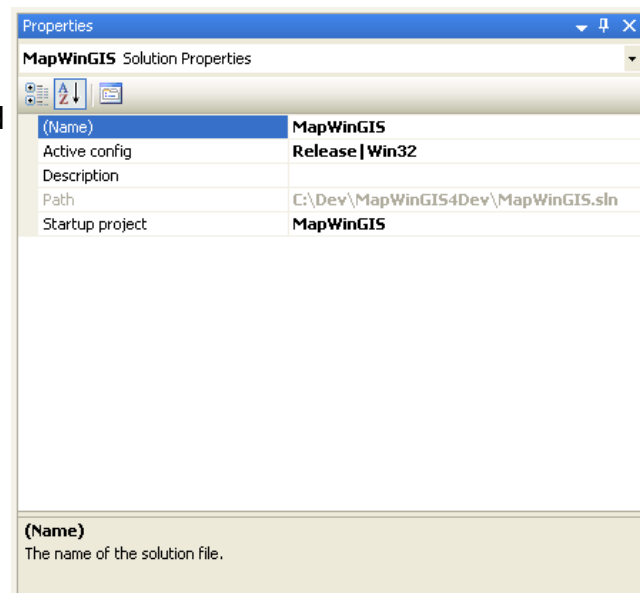
Compiling the ocx

If you used the folder structure I've mentioned
you should not have any problems compiling
the ocx. Just open the Vis. Sudio 2008
solution called
C:\Dev\MapWinGIS4Dev\MapWinGIS.sln
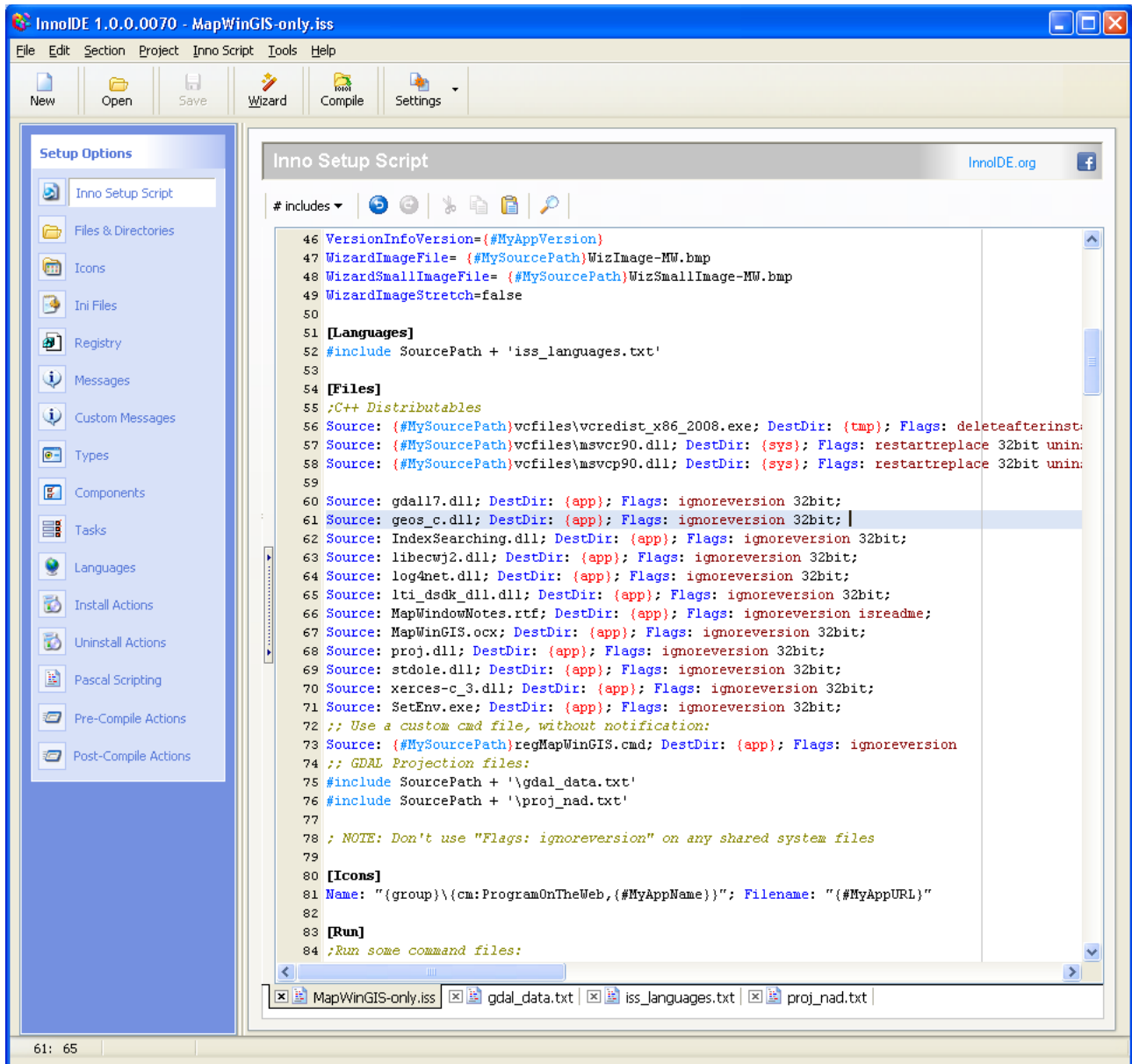Set the *Active config* to **Release | Win32**

And rebuild the solution.
After a few minutes the ocx will be placed in
C:\Dev\MapWindow4Dev\Bin

Create the installer

Open the inno-setup script C:\dev\MapWinGIS4Dev\Setup\MapWinGIS-only.iss and compile it.
It will create the installer as MapWinGIS-only-v482-installer.exe also in the Setup folder.

Mail me if you have any questions or remarks.

Paul Meems
bontepaarden[AT]gmail[D0T]com