Pre-requisites:

- 1. <u>Ruby</u> (Ruby+Devkit 3.1.3-1 (x64)):
- 2. $\underline{\text{Lua}} \ge 5.3$, Note: The C headers are needed
- 3. MingW with all needed dlls.
- 4. Golang >= 1.11
- 5. makensis.exe on path (install NSIS: Nullsoft Scriptable Install)

Adjustments:

Some files have hardcoded paths:

In buildlib.go, adjust the following paths in cmd = exec.Command for windows:

- $1.\ Path\ to\ your\ migw-gcc\ executable\ (Ex:\ C:\ PogramData\ Chocolatey\ lib\ mingw\ tools\ mingw\ 4\ bin\ x86_64-w64-mingw\ 32-gcc.\ exe)$
- 2. Path to the luaglue.c. Ex: D:\\Open_Source\\publisher\\src\\c\\luaglue.c
- 3. Path to lua C headers: Ex: C:\\Program Files\\lua-5.3.6_Win64_bin\\include
- $4.\ Path\ to\ luatex: D: \label{luatex-bin-luatex-windows-lambda-luatex-bin-luatex-windows-lambda-luatex-bin$

Full example:

```
cmd = exec.Command(
"C:\\\ProgramData\\\chocolatey\\\lib\\\mingw\\\tools\\\install\\\mingw64\\\bin\\\x86_64-w64-mingw32-gcc.exe",
"-shared",
"-o",
filepath.Join(dylibbuild, "luaglue.dll"),
"D:\\\Open Source\\\publisher\\\src\\\c\\\luaglue.c",
"-IC:\\\Program Files\\\lua-5.3.6 Win64 bin\\\include",
"-LD:\\\Open_Source\\\luatex-bin\\\\luatex\\\windows\\\amd64\\\default",
"-llua53w64",
"-llibsplib",
"-L"+dylibbuild
```

Or you can use build_sp.py from src/python/build directory.