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2.4. Configure Scripting

Like many other open source projects, Bochs uses a configure script created with **autoconf**. The configure script generates all makefiles and a set of header and support files from templates.

This example shows how to add an option to the template file configure.in. The resulting configure script sets up symbols like BX\_SUPPORT\_BUSMOUSE in the output file config.h and replaces @BUSM\_OBJS@ entries in the makefile output.

BUSM\_OBJS=''  
AC\_MSG\_CHECKING(for Busmouse support)  
AC\_ARG\_ENABLE(busmouse,  
 AS\_HELP\_STRING([--enable-busmouse], [enable Busmouse support (InPort)]),  
 [if test "$enableval" = yes; then  
 AC\_MSG\_RESULT(yes)  
 AC\_DEFINE(BX\_SUPPORT\_BUSMOUSE, 1)  
 BUSM\_OBJS='busmouse.o'  
 else  
 AC\_MSG\_RESULT(no)  
 AC\_DEFINE(BX\_SUPPORT\_BUSMOUSE, 0)  
 fi],  
 [  
 AC\_DEFINE(BX\_SUPPORT\_BUSMOUSE, 0)  
 AC\_MSG\_RESULT(no)]  
 )  
AC\_SUBST(BUSM\_OBJS)

These output files are generated by the configure script in addition to the makefiles.

* config.h - the main header file
* ltdlconf.h - header file required for compiling with libtool
* bxversion.h - header file containing version strings
* bxversion.rc - resource file for Windows with version information
* build/linux/bochs-dlx - DLX Linux shortcut script (Linux only)
* build/macosx/Info.plist - property list file for MacOSX
* build/win32/nsis/bochs.nsi - NSIS script for creating Windows installer package

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