Boringssl编译手记

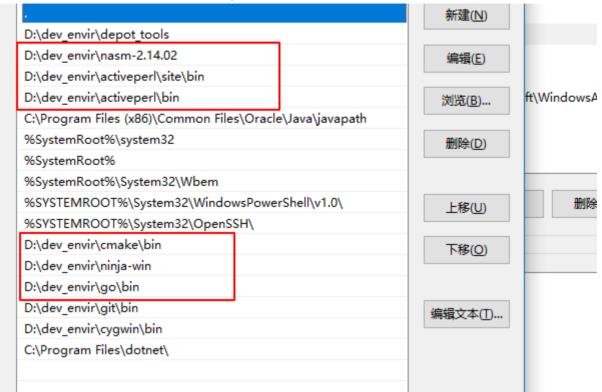
boringssl是什么

boringssl是google根据自己日常需求,在openssl的基础上稍作修改开发出的ssl库,使用在google的众多产品中

配置编译环境

- 1. 访问github上的boringssl项目镜像,根据readme文件中的描述,building.md中记录了如何编译构建boringssl
 - PORTING.md: how to port OpenSSL-using code to BoringSSL.
 - · BUILDING.md: how to build BoringSSL
 - INCORPORATING.md: how to incorporate BoringSSL into a project.
 - API-CONVENTIONS.md: general API conventions for BoringSSL consumers and developers.
 - STYLE.md: rules and guidelines for coding style.
 - include/openssl: public headers with API documentation in comments. Also available online.
 - FUZZING.md: information about fuzzing BoringSSL.
 - CONTRIBUTING.md: how to contribute to BoringSSL.
 - BREAKING-CHANGES.md: notes on potentially-breaking changes.
- 2. 访问building.md得到环境依赖信息
 - CMake 2.8.12 or later is required. Note we will begin requiring CMake 3.0 in 2019.
 - A recent version of Perl is required. On Windows, Active State Perl has been reported to work, as has MSYS Perl.
 Strawberry Perl also works but it adds GCC to PATH, which can confuse some build tools when identifying the compiler (removing C:\Strawberry\c\bin from PATH should resolve any problems). If Perl is not found by CMake, it may be configured explicitly by setting PERL_EXECUTABLE.
 - Building with Ninja instead of Make is recommended, because it makes builds faster. On Windows, CMake's Visual Studio generator may also work, but it not tested regularly and requires recent versions of CMake for assembly support.
 - On Windows only, NASM is required. If not found by CMake, it may be configured explicitly by setting CMAKE_ASM_NASM_COMPILER.
 - C and C++ compilers with C++11 support are required. On Windows, MSVC 14 (Visual Studio 2015) or later with Platform SDK 8.1 or later are supported. Recent versions of GCC (4.8+) and Clang should work on non-Windows platforms, and maybe on Windows too.
 - The most recent stable version of Go is required. Note Go is exempt from the five year support window. If not found by CMake, the go executable may be configured explicitly by setting GO_EXECUTABLE.
 - . On x86_64 Linux, the tests have an optional libunwind dependency to test the assembly more thoroughly.

3. 环境依赖如上图, cmake、active perl、 nasm、visual studio with windows sdk、go,除了visual studio,文件中均给出了下载链接,下载安装即可,安装完成后,将软件安装目录的bin文件夹添加进系统path环境变量中,如下



(PS: 环境变量: 系统执行环境中,有一组预先设置好的变量,叫做环境变量,在执行环境中可以直接访问这些变量的值,windows环境变量又分为用户环境变量与系统环境变量,用户环境变量仅在该用户的执行环境中可用,而系统环境变量在所有用户执行环境中可用。path环境变量的值是目录的列表,决定了操作系统执行命令时的查找位置,在cmd窗口中输入某一指令,系统便会从path环境变量所标识的目录列表中查找该命令,如果没有找到以该命令命名的可执行程序,便会报命令无法识别的错误。将某一目录添加进环境变量后,该目录下的所有可执行程序,都会被识别为系统命令,在任意目录下均可执行,将以上程序的bin目录添加进系统path变量中,也是出于这个考虑,编译源代码需要在源码目录中进行,在源码目录中要可以执行刚才安装的几个程序。检验环境变量是否设置成功,打开一个cmd或powershell窗口,键入命令,如果提示命令无法识别,则设置失败,如果可以识别,就算是配置好了。)

4. 安装visual studio 2017,安装时注意勾选windows development kits 10

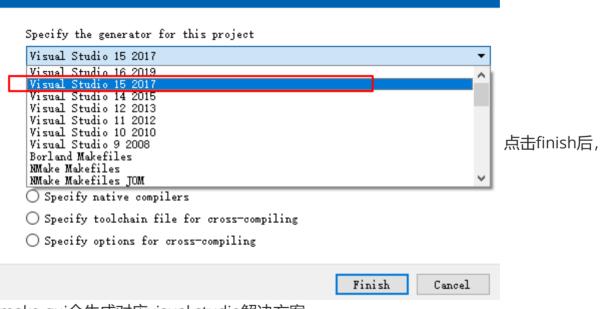
使用cmake-gui生成visual studio解决方案

1. 从github获得boringssl源码包,使用git或下载zip的方式均可,下载zip后,需解压至某目录,此处解压到 d:\dev envir\code\boringssl-master\

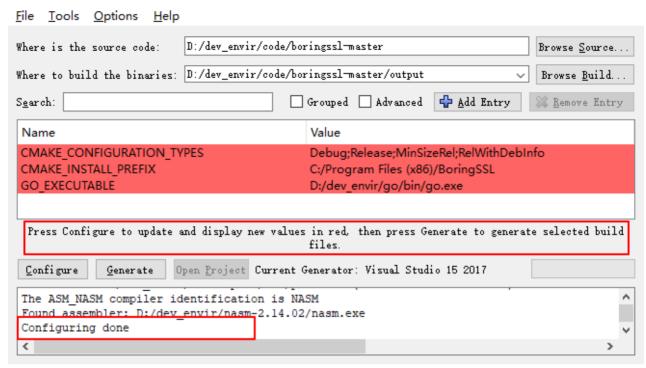
2. 运行cmake-gui(位于cmake安装目录的bin文件夹下),选择源码目录与构建输出目录

<u>F</u> ile <u>T</u> ools <u>O</u> ptions <u>H</u> elp	
Where is the source code: D:/dev_envir/code/boringssl-master	Browse <u>S</u> ource
Where to build the binaries: D:/dev_envir/code/boringssl-master/output >	Browse <u>B</u> uild
Search: Grouped Advanced Advanced Advanced	💢 Remove Entry
Name Value	
Press Configure to update and display new values in red, then press Generate to generate selected build	
files.	
Configure Open Project Current Generator: None	

随后单击图中的configure按钮配置编译器,此处选择刚刚安装的visual studio(自己装什么版本,就选择什么版本,但是注意win sdk要在8.1版本之上)



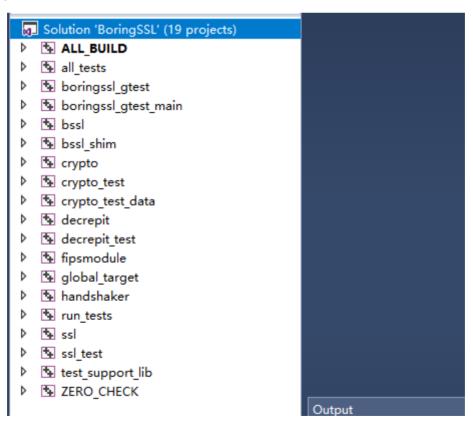
make-gui会生成对应visual studio解决方案



随后点击configure, 在点击generate即可生成解决方案

使用visual studio构建项目

1. 使用visual studio打开上一步生成的BoringSSL.sln,点击build->build all,构建整个项目 项目视图如下



2. 运行测试工程 测试项目生成的文件位于output/crypto/Debug/crypto_test.exe 在cmd窗口或powershell窗口运行该程序,即可看到测试结果

附:

GitHub项目地址: https://github.com/google/boringssl