

Compilation of the sources of an Epeios-related package

⚠ For packages which rely on third-part components (such as the *Chromium Embedded Framework*, for example), the following instructions could not apply, due to interactions with this third-part components. The proper compilation instructions are then given on the software dedicated page.

There is a *IA-32* for Windows version of the binary available (which also works for *x86-64*) for download, as a *.zip* archive. For a *Linux* or a *OS X* version of the software, or if you want a *x86-64 Windows* version, you have to recompile it. This is made by launching the *make* command (you have to install the *GNU make* command, and the proper development environment) in the root directory of the package (there should be a *Makefile* there).

By default, under *Windows* with *Cygwin*, this will give you a *IA-32* application, which uses the *Cygwin Posix* API. If you want an application which directly uses the *Windows API*, you can use the *MinGW* compiler in *Cygwin*. You then have to launch *make arch=x86* if you want a *IA-32* application, or *make arch=x64* if you want a *x86-64* application. The genuine *Cygwin* development environment is not able to produce a *x86-64* application.

To summarize (the proper development environment had to be installed) :

- Under *Cygwin* environment :
 - *make alone* : use of the genuine *Cygwin* compiler, generation of a *IA-32* program, using the *Cygwin POSIX* layer.
 - *make arch=x86* : use of the *MinGW* compiler, generation of a *IA-32* program, using directly the *Windows* API.
 - *make arch=x64* : use of the *MinGW* compiler, generation of a *x86-64* program, using directly the *Windows* API.
 - A *x86-64* program can not be generated using the genuine *Cygwin* compiler.
- Under *GNU/Linux* or *OS X* environment :
 - *make alone* : same processor architecture as your environment,
 - *make arch=x86* : generation of a *IA-32* program,
 - *make arch=x64* : generation of a *x86-64* program.

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