# Compiling Orx dependencies for new Visual Studio editions

This document is a cheat sheet for compiling up orx dependencies for new editions of Visual Studio in order to contribute back the compiled libraries into the release versions of orx.

_This page is not for general use_, it is low traffic, and prone to frequent changes and errors. If you are looking for compiled orx dependancies, you can download a precompiled orx, or clone from the the regular repo.

Clone https://bitbucket.org/orx/orx-extern

## Build libwebp

1. Swtich to 32 bit compiler with: C:\Program Files (x86)\Microsoft Visual Studio 14.0\VC\bin\amd64_x86\vcvarsamd64_x86.bat
2. In a VS2015 console, go to the libwebp folder and: nmake /f Makefile.vc CFG=release-static RTLIBCFG=static OBJDIR=output/32
3. Ignore errors, locate the lib at: libwebp\output\release-static\x86\lib\webpdecoder.lib
4. Switch to 64 bit compiler mode with: C:\Program Files (x86)\Microsoft Visual Studio 14.0\VC\bin\x86_amd64\vcvarsx86_amd64.bat
5. nmake /f Makefile.vc CFG=release-static RTLIBCFG=static OBJDIR=output/64
6. Ignore errors, locate the lib at: libwebp\output\release-static\x64\lib\webpdecoder.lib

## Build OpenAL-Soft

1. Install CMake 2.6 or better
2. In the build/windows/vc2015 folder, create a VS2015 project with: cmake -DLIBTYPE=STATIC -G “Visual Studio 14 2015”
3. Open the OpenAL.sln into Visual Studio.
4. You may need to adjust the includes paths to be relative instead of absolute.
5. Switch to release, right click on the OpenAL32 project and select build to make the 32-bit static lib.
6. Find the 32 bit version in \Release\OpenAL32.lib
7. For 64bit: Select the dropdown that says win32
8. Click and select Configuration Manager
9. In the Active Solution Platform dropdown, click <New>
10. Select x64 and copy from win32 (leave all options default)
11. In the OpenAL32 project properties
12. - In C/C++→Code Generation
13. - - select Mulithreaded (/MT)
14. - In Librarian / Command Line
15. - - remove additional options relating to /machine:X86
16. In the common project properties
17. - In Librarian / Command Line

18. - - remove additional options relating to /machine:X86
19. Right click the OpenAL32 project and select build to make the 64-bit static lib.
20. Find the 64bit version in \openal-soft\x64\Release\OpenAL32.lib

# Build freetype

Follow pretty much the same as OpenAL-Soft

# Build Liquidfun

1. Command window.
2. Go to folder to C:\Work\liquidfun\liquidfun\Box2D
3. cmake -DLIBTYPE=STATIC -G “Visual Studio 14 2015”
4. Open in VS2015
5. Go to Box2D project properties
6. There is only Win32 project. Set Code Gen / Runtime Library to Multi-threaded (/MT)
7. Add to disable warnings: 4456;4457;%(DisableSpecificWarnings)
8. Do for both Debug and Release
9. Copy Win32 to X64 with configuration editor
10. Go to Box2D project properties
11. In Librarian, remove Additional Options, remove 32bit Machine

# Build GLFW

1. Copy build VC13 to VC14
2. Create a lib/msvs2014/32 and 64 folders
3. Open solution is VS2015
4. Allow it to convert the project
5. Convert the solution by selecting the solution in solution explorer, and save as over the top of the .sln
6. In both Win32 and x64 configurations, get properties on the Box2D project
7. In General / Output Directory - change to your new lib path and add a trailing slash.
8. Compile both Win32 and x64 configurations.

# Build libsndfile

1. Copy build VC13 to VC14
2. Create a lib/msvs2014/32 and 64 folders
3. Open solution is VS2015
4. Allow it to convert the project
5. Convert the solution by selecting the solution in solution explorer, and save as over the top of the .sln
6. In both Win32 and x64 configurations, get properties on the libsndfile project
7. In General / Output Directory - change to your new lib path and add a trailing slash.

8. Compile both Win32 and x64 configurations.
9. Change #define snprintf _snprintf in config.h to be:
10. #if _MSC_VER<1900
11. #define snprintf _snprintf
12. #endif

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