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://github.com/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 Visual Studio 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 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 16 2022”
4. Open in Visual Studio
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 Visual Studio
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.

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