

ReactOS Build Environment

Version 2.1.1 for Windows NT based operating systems



Introduction

The ReactOS Build Environment (“RosBE”) is a complete environment for building ReactOS. It also optionally includes SVN to make it possible to load and update the Source Code. The Current version is based on GCC 4.7.2/MinGW W64.

Installation

While installing the ReactOS Build Environment you are asked to provide the directory where your ReactOS sources are located or should be checked out to later (defaults to USERPROFILE\reactos\). If you did not checkout a Source tree yet, start RosBE and type “svn create” (for this feature you need to have installed the Subversion Tools during installation).

Basic Usage

The ReactOS Build Environment prompt is shown here:

A screenshot of a Windows command prompt window titled "ReactOS Build Environment 1.4.2". The window has a green title bar and standard Windows window controls. The command prompt shows a green prompt character followed by the text "D:\SUNTree\ReactOS>". Above the prompt, there is a decorative border of asterisks and the text "ReactOS Build Environment 1.4.2". Below the border, it says "For a list of all included commands, type: 'help'".

```
ReactOS Build Environment 1.4.2
*****
*                                     *
*               ReactOS Build Environment 1.4.2               *
*                                     *
*****
For a list of all included commands, type: "help"
-----
PS D:\SUNTree\ReactOS>
```

This prompt provides a complete environment for building ReactOS as well as many helpful commands. You can get a full list of available commands and their descriptions by typing 'help' at the prompt. For additional help for a specific Command, type 'help COMMAND'.

Version Information

The ReactOS Build Environment v2.1 contains the following packages:

- ↳ GNU Binutils 2.23.51.20121208 (snapshot)
- ↳ GCC, The GNU Compiler Collection v4.7.2
- ↳ MinGW64
- ↳ GDB, The GNU Project Debugger v7.3.1
- ↳ ccache, Compiler Cache v3.1.6
- ↳ Subversion v1.7.7
- ↳ GNU Bison v2.5 from GnuWin32
- ↳ Flex v2.5.35 from GnuWin32
- ↳ Patch v2.5.9-7 from GnuWin32
- ↳ wget 1.5.3.1 from GnuWin32
- ↳ 7-Zip 9.20

Tested Operating Systems

The ReactOS Build Environment is designed to work on all Windows NT based operating systems, known working systems are as follows:

- ↳ Windows XP SP2 / SP3 (32 Bit / 64 Bit)
- ↳ Windows 2003 SP2
- ↳ Windows Vista SP1/SP2 (32 Bit / 64 Bit)
- ↳ Windows 7 (32 Bit / 64 Bit)
- ↳ Windows 8 (32 Bit / 64 Bit)
- ↳ ReactOS 0.3.14

FAQ

- ↳ Q: I have many errors and problems like:

gcc.exe: CreateProcess: No such file or directory

'getdate.exe' is not recognized as an internal or external command

- ↳ A: Go to your System Settings and create a new System Variable called `_ROSBE_COMPAT_MODE` and with a value of "1". This will fix it.

Websites

7-Zip

<http://www.7-zip.org>

MinGW, Minimalist GNU for Windows

<http://www.mingw.org>

GNU Binutils, The Binary Tools Collection

<http://www.gnu.org/software/binutils>

GCC, the GNU Compiler Collection

<http://www.gcc.org>

GDB, The GNU Project Debugger

<http://www.gnu.org/software/gdb>

GNU Make, The Makefile processor

<http://www.gnu.org/software/make>

GnuWin32, The GnuWin32 Project

<http://gnuwin32.sourceforge.net/>

Subversion Client

<http://subversion.tigris.org>

ccache, Compiler Cache

<http://ccache.samba.org>

winflex/bison

<http://sourceforge.net/projects/winflexbison>

Credits

Amine Khaldi (amine.khaldi@reactos.org) (active)

Colin Finck (colin@reactos.org) (active)

Pierre Schweitzer (heis_spiter@hotmail.com) (active)

Daniel Reimer (daniel.reimer@reactos.org) (semi active)

Peter Ward (dralnix@gmail.com) (inactive)

Thanks to ROSFan, who created the nice ReactOS Build Environment Logo.

Thanks also goes out to all those who provide so much help by testing the new versions. Without them RosBE would not be what it is today.

Credits to Gregor Anich who created the original ReactOS Build Environment.

This product includes software developed by the University of California, Berkeley and its contributors.
(Flex)