
Compiling PokerTH under windows

Posted by BuZZdEE - 2007/08/31 08:43

Is there a possibility to compile PokerTH under Windows with an open source IDE?

For example: <http://qdevelop.org/>

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Re:Compiling PokertTH under windows

Posted by lotodore - 2007/08/31 17:25

I have not done this yet. I suppose it would fail, because currently there is no support for the MinGW compiler (due to missing data structures in the mingw headers).

Anyway, I will make this work sometime, it's just that it takes an awful lot of time to compile qt and boost and stuff with mingw, and I lack the motivation...

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Re:Compiling PokertTH under windows

Posted by lotodore - 2007/09/01 23:14

You can compile PokerTH using mingw now (as of svn rev. 766).

Grab the mingw installer

http://sourceforge.net/project/showfiles.php?group_id=2435&package_id=240780

and get a copy of the "candidate" of mingw. Install the C++ compiler, and don't forget mingw-make.

Compile qt 4.3.1 and boost 1.34 using mingw. Make sure boost installs the libraries to the boost/stage subdirectory.

In boost/stage/lib, rename boost_thread-mgw34-mt-1_34_1.a to libboost_thread-mgw34-mt-1_34_1.a. This is because the DLL-Version of libboost_thread is required for PokerTH with mingw, if you try to use the other version, there will be a linker error.

Grab the precompiled SDL for mingw

<http://www.libsdl.org/release/SDL-devel-1.2.12-mingw32.tar.gz>

and the precompiled SDL_mixer for VC

http://www.libsdl.org/projects/SDL_mixer/release/SDL_mixer-devel-1.2.8-VC8.zip

Check all paths for the libs (see pokerth_game.pro).

```
qmake
mingw32-make
```

and you are done.

Oh and by the way, this takes an awful lot of time, so make sure you have a TV or something around ;-).

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Re:Compiling PokertTH under windows

Posted by BuZZdEE - 2007/09/03 06:46

Ok, thx lotodore. :) I will try it.

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Re:Compiling PokertTH under windows

Posted by lotodore - 2007/09/03 07:09

For your information: The current svn revision requires qt 4.3.1. I've updated the upper instructions.

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Re:Compiling PokertTH under windows

Posted by nono - 2007/09/05 16:35

After making boost, i dont'have the boost/stage subdirectory

May be i dont make it correctly ?

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Re:Compiling PokertTH under windows

Posted by lotodore - 2007/09/05 21:52

Please read the boost getting started manual

http://www.boost.org/more/getting_started/windows.html

You will have to run some command like

```
bjam --build-dir=C:/Temp/boost-build --toolset=gcc stage
```

where / is backslash, just that Joomla does not let me type backslash.

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Re:Compiling PokertTH under windows

Posted by lotodore - 2007/09/09 19:02

Update: OpenSSL is now required (due to some bad DLL dependencies, I do not advice you to use the prebuilt package). You need to compile it and copy the headers and libs to proper locations. Rename libeay32.a to libssl32MT.a for now (I will fix this some day).

Also, boost 1.34 needs to be patched for mingw, see <http://lists.boost.org/Archives/boost/2007/06/124040.php> (luckily, you do not need to recompile boost after the patch).

All in all, compiling PokerTH on Windows is just not as easy as it should be, I'm afraid, due to all these dependencies...

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Compiling Qt using MinGW

Posted by BuZZdEE - 2007/09/21 15:29

Hello Lotodore,

how can I compile Qt with MinGW? I downloaded this file <http://ftp.iasi.roedu.net/mirrors/ftp.trolltech.com/qt/source/qt-win-opensource-src-4.3.1.zip> ,unpacked it to C:/QT/4.3.1 and changed into directory. There is a configure.exe, but what next?

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Re:Compiling Qt using MinGW

Posted by doitux - 2007/09/21 16:16

Hi BuzzDee

The code below is untested adapted from linux:

```
configure.exe -static -qt-libpng -qt-zlib -qt-libjpeg -qt-gif -no-libtiff -no-libmng -no-qt3support -no-sql-sqlite -no-qdbus
make sub-tools-all-ordered
make sub-tools-install_subtargets-ordered
make install_mkspecs
make install_qmake
```

Maybe can try it this way.

Re:Compiling PokerTH under windows

Posted by EIPatron - 2007/10/15 00:12

Last night I tried to compile PokerTH under Windows. At 2:30 AM I gave up... No chance, too much trouble ... Perhaps you could release some nightly snapshot-version from cvs?

Greetings,

Markus

Re:Compiling PokerTH under windows

Posted by lotodre - 2007/10/15 08:35

What I am planning to do at some time is to provide a cmd script which downloads all the stuff needed, and builds everything on Windows. But currently I have very few time so I'm afraid this has to wait, sorry. I know that compiling PokerTH on Windows is not funny.

I don't like these nightly builds because I think the binary releases should be compatible to the current internet server, and if there are svn builds around this will be one big mess. Also, regularly updating them would be quite some work.

Using the svn version is really for "your own" because svn versions might not be compatible to the current public server. They might even be broken somehow.

Re:Compiling PokerTH under windows

Posted by lotodre - 2007/12/12 21:56

Just for your information (in case you are trying to compile on windows):

The mingw build with qt 4.3.3 is currently broken due to a qmake issue (you need to run uic by hand):

http://trolltech.com/developer/task-tracker/index_html?id=190938&method=entry

The MSVC build (2005 and 2008) currently has a qmake issue with the image plugin libs:

http://trolltech.com/developer/task-tracker/index_html?id=191267&method=entry

There are some more Qt related problems still pending acknowledgment, before I can try to write an auto-build script for Windows.

Re:Compiling PokerTH under windows

Posted by lotodore - 2008/03/19 02:23

lotodore wrote:

What I am planning to do at some time is to provide a cmd script which downloads all the stuff needed, and builds everything on Windows.

I've done this now and released a first version of some scripts:

http://sourceforge.net/project/showfiles.php?group_id=166634&package_id=268019

With these scripts you can easily build the current PokerTH svn sources using the mingw compiler on Windows. It will also build the dedicated server.

This has only been tested on my Windows XP system, and only once because it takes HOURS and HOURS.

Please read the readme.txt file first. I'd welcome any feedback.

Re:Compiling PokerTH under windows

Posted by lotodore - 2008/04/04 13:45

I've uploaded a new version of the mingw Windows build scripts. boost 1.35.0 is used now.

Some minor issues have been corrected (for example mingwm10.dll was not copied).

Build time and hard disk usage has been reduced by only building the static release version of boost. The interaction which is required when building Qt is now at the beginning.

Re:Compiling PokerTH under windows

Posted by lotodore - 2008/04/11 10:28

The build script has been updated to download and compile zlib and libcurl (these are new dependencies).

Re:Compiling PokerTH under windows

Posted by null - 2008/04/24 17:51

After running the script, I get this error when compiling

In file included from src\core\common\crypthelper.cpp:23:

src\core\openssl_wrapper.h:28: error: conflicting declaration 'typedef int ssize_t'

C:/pokerth_root/mingw/bin/./lib/gcc/mingw32/3.4.5/././././include/sys/types.h:104: error: 'ssize_t' has a previous declaration as `typedef _ssize_t ssize_t'

src\core\openssl_wrapper.h:28: error: declaration of `typedef int ssize_t'

C:/pokerth_root/mingw/bin/./lib/gcc/mingw32/3.4.5/././././include/sys/types

.h:104: error: conflicts with previous declaration `typedef _ssize_t ssize_t'

src\core\openssl_wrapper.h:28: error: declaration of `typedef int ssize_t'

C:/pokerth_root/mingw/bin/./lib/gcc/mingw32/3.4.5/././././include/sys/types

.h:104: error: conflicts with previous declaration `typedef _ssize_t ssize_t'

In file included from src\core\common\crypthelper.cpp:23:

src\core\openssl_wrapper.h:36:28: gnutls/openssl.h: No such file or directory

src\core\common\crypthelper.cpp: In static member function `static bool CryptHel

per::MD5Sum(const std::string&, MD5Buf&):

src\core\common\crypthelper.cpp:119: error: `MD5_CTX' was not declared in this s

```
cope
src\core\common\crypthelper.cpp:119: error: expected `;' before "context"
src\core\common\crypthelper.cpp:122: error: `context' was not declared in this s
cope
src\core\common\crypthelper.cpp:122: error: `MD5_Init' was not declared in this
scope
src\core\common\crypthelper.cpp:124: error: `MD5_Update' was not declared in thi
s scope
src\core\common\crypthelper.cpp:124: warning: unused variable 'MD5_Update'
src\core\common\crypthelper.cpp:125: error: `MD5_Final' was not declared in this
scope
src\core\common\crypthelper.cpp:119: warning: unused variable 'MD5_CTX'
src\core\common\crypthelper.cpp:122: warning: unused variable 'MD5_Init'
src\core\common\crypthelper.cpp:125: warning: unused variable 'MD5_Final'
mingw32-make: *** Error 1
mingw32-make: *** Error 2
mingw32-make: *** Error 2
The system can not find the file specified.
```

I do not understand what is wrong, any help I would be very useful
thanks

Re:Compiling PokerTH under windows

Posted by lotodore - 2008/04/24 18:00

The mingw compile script is currently broken because of switching from OpenSSL to gnutls-openssl, and because boost-zlib support is missing in the script.

I have not yet fixed the first of these issues, because the gnutls win32 package is only available as interactive exe installer. I've contacted the author of the package but got no reply yet.

You could switch back to an older svn revision. revision 1452 should build fine using the script.

EDIT: modified revision

Re:Compiling PokerTH under windows

Posted by null - 2008/04/24 18:07

ok, so try another question, there is the possibility of compiling the pokerth using MSVC TEAM 2008

usign:
boost_1_34_1
openssl_0.98
and the sdl, sdlmixer.

????
thanks for your help!

Re:Compiling PokerTH under windows

Posted by lotodore - 2008/04/24 18:15

Well, using the mingw script with an older revision will be a lot easier. All you have to do is run

svn update -r 1452

in the PokerTH directory.

The build instructions with MSVC 2008 are somehow outdated. libcurl and zlib are required. boost 1.35.0 is strongly recommended with this compiler. Also, you need to trick boost into compiling with zlib. Instead of openssl you will need gnutls. All in all a painful process.

These are recent changes, and they might still be modified. The documentation will be updated once it is sure that the libraries are used as currently in svn.

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Re:Compiling PokerTH under windows

Posted by null - 2008/04/24 18:25

I'm running the script construction you gave whit the svn update r-1452 param, hope that it can compile. By the way in linux i using the version 2007-12-13 0.6-final, this is the same as 1452 ?

thanks!!!

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Re:Compiling PokerTH under windows

Posted by lotodore - 2008/04/25 18:21

The mingw Windows script has been updated, it will compile the latest svn now. You need to give it a completely fresh start, however (delete the stuff from previous scripts).

http://sourceforge.net/project/showfiles.php?group_id=166634&package_id=268019

I'm officially dropping Visual C++ support on Windows now, in terms of documentation. I will keep using it for debugging, but the build process has gotten too complex (and painful), and keeping the build doc updated would require more work than it's worth. In terms of GPL compliance, mingw is the better choice anyway.

> 2007-12-13 0.6-final, this is the same as 1452 ?

No, 1452 is a development revision.

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Re:Compiling PokerTH under windows

Posted by lotodore - 2008/09/01 23:59

I have updated the windows build script package. It uses Qt 4.4.1 and other new packages now. boost 1.36.0 is still on my TODO list.

But please keep in mind that the svn version of PokerTH (especially of the client, as there is work ongoing) might be broken.

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Re:Compiling PokerTH under windows

Posted by sofa - 2008/10/27 23:21

I tried your script to download everything from SVN. The first Bug: mingw-tools and qt DO NOT download as they should. The resulting file is only about 390byte of size..

this content:

302 Found

Found

The document has moved here.

seems that the packages should be updates somehow.

After fixing the missing packages (and excluding their deletion in the download_libs.bat) i still couldn't compile. Error log is attached. There is just no resulting Exe File. http://www.pokerth.net/images/fbfiles/files/pokerth_compile_log.txt

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Re:Compiling PokerTH under windows

Posted by lotodore - 2008/10/28 23:25

Edit: Looks like SDL was not downloaded/compiled.

I'm sorry but I'm currently moving and I have severe lack of time. I'll probably have time to fix it this weekend.

Thanks for the hints.

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Re:Compiling PokerTH under windows

Posted by sofa - 2008/10/31 13:48

Ok. I tried to resolve the download dependencies so that I could compile the libs and PokerTH, but there is still something missing. No EXE File in the end.

In the meantime: Is it possible to compile a Windows EXE under Linux? You must be doing that i guess?

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Re:Compiling PokerTH under windows

Posted by lotodore - 2008/10/31 18:14

I've just uploaded a new version of the Windows build scripts. This version should work now.

The new libSDL download locations are a bit unfortunate, because they will not work from behind http proxies or restrictive firewalls (due to non-http/non-ftp port). The SDL team says they are working on a better solution.

That said, using the build script will currently create a debug version of this game. This version should not be used for playing.

Yes, you can compile a Windows exe on Linux. See

http://sourceforge.net/project/showfiles.php?group_id=2435&package_id=12644&release_id=17892

However, I would not recommend doing this with PokerTH. You would have to cross-compile all dependency libs, and the corresponding build scripts clearly do not directly support cross-compiling. A lot of manual work would be required. I'm not doing this, I'm natively compiling on Windows.

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