

## CipherShed - Task #114

### Real, unified makefiles

06/24/2015 07:28 AM - Kyle Marek

|  |            |                        |            |
|--|------------|------------------------|------------|
| <b>Status:</b>   | New        | <b>Start date:</b>     | 06/24/2015 |
| <b>Priority:</b>   | Normal     | <b>Due date:</b>       |            |
| <b>Assignee:</b>   | Kyle Marek | <b>% Done:</b>         | 30%        |
| <b>Category:</b>   |            | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>   |            | <b>Spent time:</b>     | 0.00 hour  |
| <b>Description</b>   |            |                        |            |
| <p>The build process uses Visual Studio and NMake for the Windows builds. Visual Studio can be eliminated from the requirements by making new makefiles and working in compilers such as mingw. This can also simplify the build process, and will allow us to make deterministic builds for Windows as well as Linux and Mac.</p> <p>When written correctly, this will also allow easy switching between compilers, such as using Visual Studio compilers anyway for debugging information.</p> |            |                        |            |

### History

#1 - 08/14/2016 01:31 PM - Kyle Marek

- % Done changed from 0 to 30

Got Linux building pretty complete.