

Compiling The Spread Toolkit From Source On Microsoft Windows

Compiling The Spread Toolkit on windows can either be done by using the supplied solution and project files (MS Visual Studio .NET 2002 edition) that come with the distribution (see the /win32 directory), or you can build your own project files in any version of a windows compiler you wish. The following describes what needs to be included, and which options are required to build each target library or executable.

Target	Type	Required Defines	Additional Required Libraries	Run Time Library Threading Type
spread.exe	executable	ARCH_PC_WIN95	Wsock32.lib	Single
sprecv.exe	executable	ARCH_PC_WIN95	Wsock32.lib	Single
spsend.exe	executable	ARCH_PC_WIN95	Wsock32.lib	Single
sptmonitor.exe	executable	ARCH_PC_WIN95 _REENTRANT	Wsock32.lib	Multi
sptuser.exe	executable		libspread.lib Wsock32.lib	Multi
spuser.exe	executable		libspread-core.lib Wsock32.lib	Single
fl_user.exe	executable		libspread.lib Wsock32.lib	Multi
spflooder.exe	executable		libspread-core.lib Wsock32.lib	Single
libspread.lib	static library	ARCH_PC_WIN95 _REENTRANT _WIN32_WINNT >= 0x0400	N/A	Multi
libspread-core.lib	static library		N/A	Single
libtsread-core.lib	static library		N/A	Multi

Run Time Library Compatibility

All libraries and code within a process must be compiled to use **the same C runtime library**. The choices are:

- Static Single-Threaded (/ML compiler flag)
- Static Single-Threaded Debug (/MLd compiler flag)
- Static Multi-Threaded (/MT compiler flag)
- Static Multi-Threaded Debug (/MTd compiler flag)
- Dynamic Multi-Threaded (/MD compiler flag)
- Dynamic Multi-Threaded Debug (/MDd compiler flag)

When compiling Spread targets, the above matrix indicated any run time library requirements. In general, so long as the **single** or **multi threaded** condition is maintained

for all code and libraries within a process, you can use either the debug or static versions of the runtime library.

Source Files

For each of the targets, the following lists the required code files to incorporate.

spread.exe

- acm.c
- acm-permit.c
- alarm.c
- arch.c
- auth-ip.c
- auth-null.c
- configuration.c
- data_link.c
- events.c
- flow_control.c
- groups.c
- lex.yy.c
- log.c
- membership.c
- memory.c
- message.c
- network.c
- protocol.c
- session.c
- spread.c
- status.c
- y.tab.c

stdutil (subdirectory)

- stdskl.c
- stdit.c
- stdcarr.c
- stdarr.c
- stddll.c
- stdhash.c
- stdtime.c
- stdutil.c
- stderror.c

sprecv.exe

- alarm.c
- arch.c
- data_link.c
- memory.c
- r.c

spsend.exe

- alarm.c
- arch.c
- data_link.c
- events.c
- memory.c
- s.c

sptmonitor.exe

- acm.c
- alarm.c
- arch.c
- configuration.c
- data_link.c
- events.c
- lex.yy.c
- memory.c
- monitor.c
- skiplist.c
- y.tab.c

sptuser.exe

- user.c

spuser.exe

- user.c

fl_user.exe

- fl_user.c

spflooder.exe

- flooder.c

libspread.lib

- alarm.c
- arch.c
- events.c
- memory.c
- sp.c
- fl.c
- scatp.c

stdutil (subdirectory)

- stdskl.c
- stdit.c
- stdcarr.c
- stdarr.c
- stddll.c
- stdhash.c
- stdtime.c
- stdutil.c
- stderror.c
- stdthread.c

libspread-core.lib

- sp.c
- memory.c
- arch.c
- alarm.c
- events.c

libtspread-core.lib

- sp.c
- memory.c
- arch.c
- alarm.c
- events.c

Additional Compiler Instructions

- C++ Exceptions should be set to **Disabled**
- Compile as C Code (Not C++) (/TC)