

Cross-porting to Windows with Debian

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“Kill me now”

— a reaction at DebConf 13



Outline

- 1 What?
- 2 Use cases
- 3 How to
- 4 Current situation
- 5 The Fedora/OpenSUSE/Arch Linux approach
- 6 The Debian approach



What?

Using Debian



What?

Using Debian to build software for Windows



What?

Using Debian to build software for Windows involves cross-building



What?

Using Debian to build software for Windows involves cross-building and porting



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Use case 1: Debian

Debian itself includes a number of packages targeting Windows:

- `win32-loader` helps users install Debian from Windows
 - ▶ `cpio-win32`
 - ▶ `gpgv-win32`
 - ▶ `gzip-win32`
- `autorun4linuxcd` starts Debian Live from Windows
- `libreoffice` includes a Windows DLL for its SDK
- `netbeans` includes a Windows platform launcher

There are more candidates (Python for one).



Use case 2: Wine

Wine, the Windows ABI implementation, needs two packages built for Windows:

- `wine-gecko`, `xulrunner` for Windows used to provide IE functionality
- `wine-mono`, Mono for Windows used to provide .Net



Use case 3: our users

Various projects use (or support using) Debian to build Windows versions:

- Ekiga
- Gpg4win
- VLC
- QEMU
- ...



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Building Windows software

Install mingw-w64, and cross-compile.

“Host” is i686-w64-mingw32 for 32-bit Windows, x86_64-w64-mingw32 for 64-bit.

- Manually:

```
${HOST}-gcc -g -O2 myprogram.c -o myprogram.exe  
${HOST}-strip myprogram.exe
```

- With autoconf:

```
./configure --host=${HOST}
```

- With cmake: use a toolchain file; see

http://www.cmake.org/Wiki/CMake_Cross_Compiling



Building Windows software for Debian

The usual approach is to build an architecture-independent package containing the generated Windows files.

- 1 Build-depend (indep) on `mingw-w64` or the specific compiler you need
 - ▶ `g++-mingw-w64` will provide 32- and 64-bit C++ compilers
 - ▶ `g++-mingw-w64-i686` will provide a 32-bit C++ compiler
 - ▶ `g++-mingw-w64-x86-64` will provide a 64-bit C++ compiler



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- 2 In the build-indep target, configure and build with the appropriate options (**not** -Wl,-z,relro)

```
dh_auto_configure -Bbuild/windows -- --host=${HOST}  
dh_auto_build -Bbuild/windows
```



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```

- 3 Install as appropriate; current convention is to ship executables in /usr/share/win32 or /usr/share/win64, DLLs and link libraries in /usr/\${HOST}/lib.



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Current situation

Compilers

“Traditional” cross-compilers with two toolchains:

- MinGW32, tuple i586-mingw32msvc
 - ▶ mingw32 package
 - ▶ GCC 4.2.1 (C, C++)
- MinGW-w64, tuples i686-w64-mingw32 and x86_64-w64-mingw32
 - ▶ mingw-w64 package
 - ▶ GCC 4.8.2 (C, C++, Fortran, Objective-C, Objective-C++)
 - ▶ GNAT 4.8.2
 - ▶ GDB 7.6
 - ▶ OCaml 4

(mainly using various ...-source packages)



Current situation

Libraries

- mingw-w64-dev, the Windows runtime headers and link libraries
 - ▶ includes Pthreads
- Libraries provided by gcc



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... and that's it!



There's the rub

Building anything involving libraries is painful:

Building Ekiga

```
--- Getting libregex...
mkdir -p /tmp/user/1000/ekiga/src/regex
cd /tmp/user/1000/ekiga/src/regex; \
for i in regex.c regexec.c regex.h regex_internal.c regex_internal.h regcomp.c alloca.h alloca.c \
    localcharset.c localcharset.h; do \
    wget -nv -T 60 -N http://git.savannah.gnu.org/cgit/gnulib.git/plain/lib/$i?id=203e34 -O $i; \
done
[...]
--- Getting libboost ...
wget -nv -T 60 -N -P src http://downloads.sourceforge.net/project/boost/boost/1.52.0/boost_1_52_0.tar.gz
[...]
--- Getting EXPAT ...
wget -nv -T 60 -N -P src https://downloads.sourceforge.net/project/expat/expat/2.1.0/expat-2.1.0.tar.gz
[...]
--- Getting OpenLDAP ...
wget -nv -T 60 -N -P /tmp/user/1000/ekiga/src \
    http://www.openldap.org/software/download/OpenLDAP/openldap-release/openldap-2.4.31.tgz
[...]
```



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Let's fix this!

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Repackage anything useful in MinGW-w64-specific packages



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Specific means all-new source packages, with no direct link to the “main” source package.



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Great for users though!



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Source-package build-dependencies



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The Debian approach

Source-package build-dependencies

```
mingw-w64-zlib debian/control
```

```
Source: mingw-w64-zlib
```

```
Section: libs
```

```
[...]
```

```
Build-Depends: zlib [source]
```

```
Package: zlib1g-mingw-w64
```

```
Architecture: all
```



No thanks!



No thanks!

(Although source build-dependencies would be nice anyway. . .)



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The Debian approach

Two new partial architectures

- mingw64-amd64
- mingw64-i386

(see #606825 for details).



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The Debian approach

Two new partial architectures

- `mingw64-amd64`
- `mingw64-i386`

(see [#606825](#) for details).

`dpkg-buildpackage` and `sbuild` handle the cross-building, and `dpkg-buildflags` handles the architecture-specific flags.



New architectures

ostable and tripletable

ostable

uclibceabi-uclinux	uclinux-uclibceabi	uclinux[^-]*-uclibceabi
uclibc-uclinux	uclinux-uclibc	uclinux[^-]*(-uclibc.*)?
tos-mint	mint	mint[^-]*
+mingw64-windows	w64-mingw32	w64-mingw32[^-]*

tripletable

uclibceabi-uclinux-arm	uclinux-armel
uclibc-uclinux-<cpu>	uclinux-<cpu>
tos-mint-m68k	mint-m68k
+mingw64-windows-<cpu>	mingw64-<cpu>



New architectures

dpkg-architecture

scripts/Dpkg/Vendor/Debian.pm

```
@@ -122,15 +122,17 @@ sub add_hardening_flags {
    # (#574716).
    $use_feature{pie} = 0;
}
- if ($cpu =~ /^(ia64|alpha|mips|mipsel|hppa|arm64)$/ or $arch eq 'arm') {
+ if ($cpu =~ /^(ia64|alpha|mips|mipsel|hppa|arm64)$/ or $arch eq 'arm' or $os eq 'windows') {
    # Stack protector disabled on ia64, alpha, arm64, mips, mipsel, hppa.
    # "warning: -fstack-protector not supported for this target"
    # Stack protector disabled on arm (ok on armel).
    # compiler supports it incorrectly (leads to SEGV)
+   # Stack protector disabled on Windows (requires glibc).
    $use_feature{stackprotector} = 0;
}
- if ($cpu =~ /^(ia64|hppa|avr32)$/) {
+ if ($cpu =~ /^(ia64|hppa|avr32)$/ or $os eq 'windows') {
    # relro not implemented on ia64, hppa, avr32.
+   # relro not implemented on Windows.
    $use_feature{relro} = 0;
}
```

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This gives us

- Real binary packages for real binaries



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- Cross-building support:
 - ▶ `binutils-source` and `gcc-...-source` targets
 - ▶ `cross-build-essential`



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 - ▶ `binutils-source` and `gcc-...-source` targets
 - ▶ `cross-build-essential`
- and ...



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- A way of installing and running binaries for multiple architectures on a single system



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 - ▶ The toolchains and autoconf support it
 - ▶ cmake and others aren't quite there yet
 - ▶ Are upstreams interested in patches?
 - ▶ It involves hacks in various packages



Multi-Arch

Hacking around Python

pyconfig.h

```
#if defined(__linux__)
# if defined(__x86_64__) && defined(__LP64__)
#  include <x86_64-linux-gnu/python2.7/pyconfig.h>
# elif defined(__x86_64__) && defined(__ILP32__)
#  include <x86_64-linux-gnu32/python2.7/pyconfig.h>
# elif defined(__i386__)
#  include <i386-linux-gnu/python2.7/pyconfig.h>
# elif defined(__aarch64__) && defined(__AARCH64EL__)
#  include <aarch64-linux-gnu/python2.7/pyconfig.h>
# elif defined(__alpha__)
#  include <alpha-linux-gnu/python2.7/pyconfig.h>
# elif defined(__ARM_EABI__) && defined(__ARM_PCS_VFP)
#  include <arm-linux-gnueabi/python2.7/pyconfig.h>
# elif defined(__ARM_EABI__) && !defined(__ARM_PCS_VFP)
#  include <arm-linux-gnueabi/python2.7/pyconfig.h>
[...]
```

Other annoyances

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- Windows-specific build systems in some packages (e.g. `zlib`)
- Binaries and libraries need special handling:
 - ▶ executables end in `.exe`
 - ▶ runtime libraries end in `.dll`
 - ▶ there are no development libraries for dynamic linking
 - ▶ by default some end up in the wrong place

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- Some binary packages don't make sense (`udebs`)
 - ▶ Build profiles to the rescue!



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- 5 Get patches merged
- 6 Support partial architectures (also useful for x32 ...)
- 7 Improve cross-architecture binary dependency support
- 8 Finish build profile support
- 9 Add support for cross-architecture build-dependencies?



That's all folks!

Thanks!

`https://wiki.debian.org/Mingw-W64`
`http://mingw-w64.sf.net`

Slides available at <http://www.sk2.org/talks/>

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