

BAWT - Build Automation With Tcl

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1 Introduction

BAWT is a configurable framework written in **Tcl** for building **C/C++** based software libraries from source code without user interaction. Its main usage is for the **Windows** operating system, where heterogeneous build environments and compilers are needed (or wanted) to build these libraries:

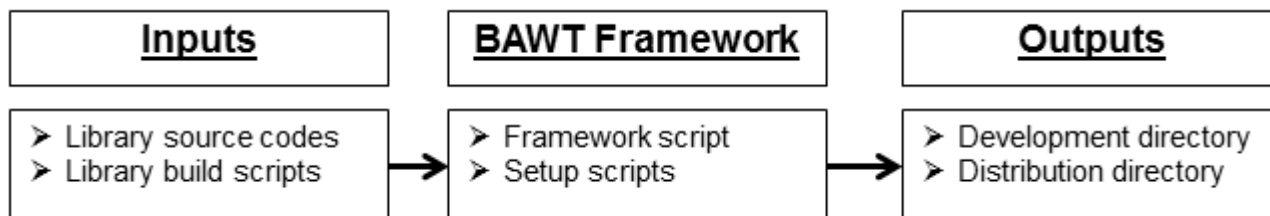
- `configure/make` (via MSYS / MinGW)
- `nmake`
- `CMake`
- Visual Studio Solutions
- `gcc` (via MSYS / MinGW)
- Visual Studio

Due to the portable nature of **Tcl** the framework can be used on **Linux** and **Darwin** as well using the `configure/make/gcc` build chain.

The libraries currently supported by **BAWT** are mainly from the **Tcl** and **OpenSceneGraph** domains. For these two domains the framework supports creating installation executables on Windows based on **InnoSetup** and simple shell based installation programs for Linux and Darwin.

See chapter [8 Supported Libraries](#) for a list of currently supported libraries.

The framework itself is just one plain Tcl file *Bawt.tcl*, which reads a *Setup* file containing all the libraries to be built. Each library must have an accompanying *Build* file, which contains the details on how to extract, configure, compile and distribute the library. The library itself is stored as one or more zipped source code files, which may contain different versions of the library. The generated shared or static libraries, programs and header files are finally copied into ready-to-use directory structures for use by developers or for software distribution.



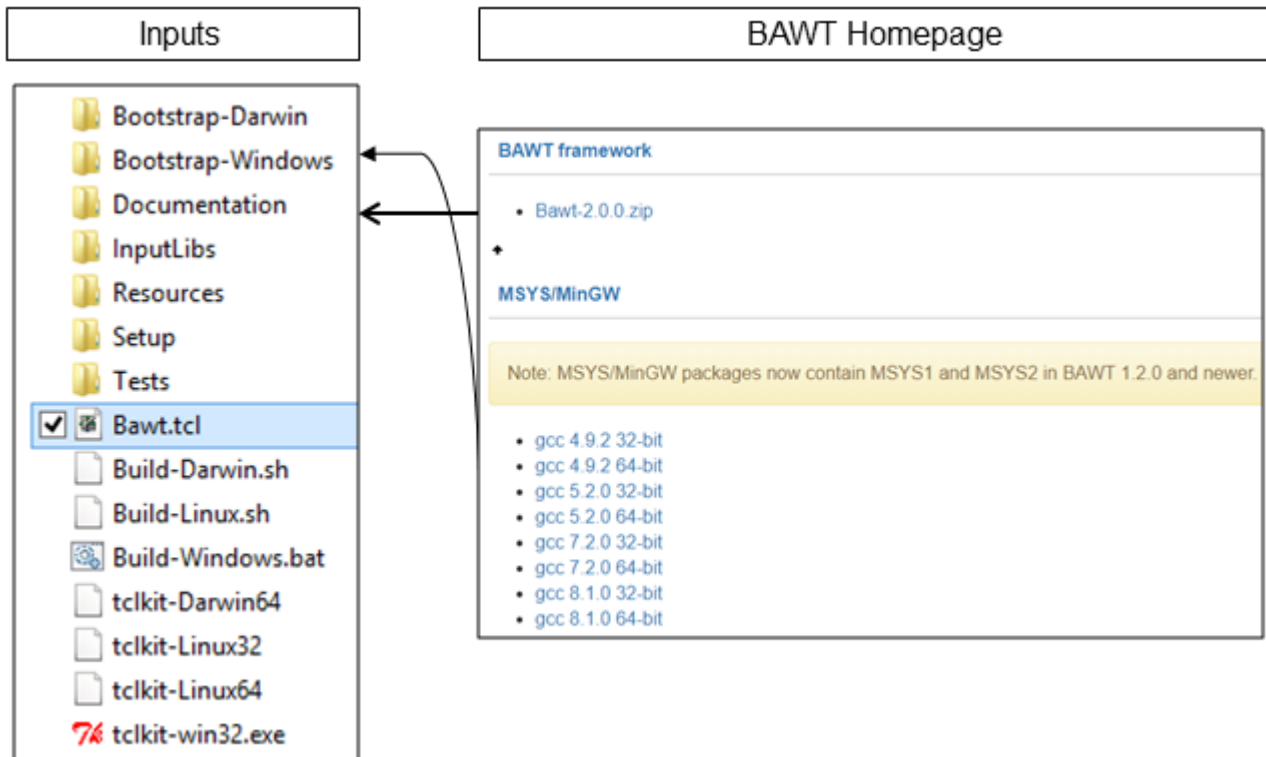
The **BAWT** framework (including *Bootstrap* and *Setup* files) as well as the needed MSYS/MinGW files (if running on Windows) must be downloaded manually. You do not need to have Tcl installed to execute the framework. **BAWT** comes with Tclkits (single-file Tcl interpreter) for Windows, Linux and Darwin. The library *Build* and source files can be downloaded automatically on demand.

The **BAWT** homepage is at <http://www.bawt.tcl3d.org>.

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2 Installation and Usage Examples

This chapter explains the installation of the **BAWT** framework and gives first simple use cases. **BAWT** related downloads are available at <http://www.bawt.tcl3d.org/download.html>.



2.1 Installation on Windows

Prerequisites:

- None for building libraries supporting MSYS / MinGW.
- Otherwise Visual Studio (Express, Community or Professional).
 - Visual Studio Versions 2008, 2010, 2013, 2015, 2017, 2019 and 2022 are currently supported.
 - If Visual Studio is not installed in the standard location, you have to use procedure *SetVcvarsProg* with the absolute path to batch script *vcvarsall.bat*.

Downloads:

- **BAWT** framework *Bawt-2.0.0.zip*
- MSYS / MinGW distribution(s)

Installation:

- Extract **BAWT** framework *Bawt-2.0.0.zip* in a folder of choice, ex. *C:\Bawt*
- Copy MSYS / MinGW distribution(s) into *C:\Bawt\Bawt-2.0.0\Bootstrap-Windows*
- Open command shell window and go into folder *C:\Bawt\Bawt-2.0.0*

Usage examples:

- Create basic Tcl packages for 32-bit (using only MSYS / MinGW):


```
> Build-Windows.bat x86 gcc Setup\Tcl_Basic.bawt update
```
- Create basic Tcl packages for 64-bit (using only MSYS / MinGW):

```
> Build-Windows.bat x64 gcc Setup\Tcl_Basic.bawt update
```

- Create extended Tcl packages including InnoSetup installation executable for 64-bit (using Visual Studio 2013 to build Tcl packages supporting Visual Studio like *Mpexpr* and *tkdnd*):

```
> Build-Windows.bat x64 vs2013+gcc Setup\Tcl_Distribution.bawt update
```

2.2 Installation on Linux

Prerequisites:

- Required: C/C++ development package, *curl*, *p7zip*
- Optional: Dependent on the libraries. See below for distribution specific examples.

Downloads:

- **BAWT** framework *Bawt-2.0.0.zip*

Installation:

- Extract **BAWT** framework *Bawt-2.0.0.zip* in a folder of choice, ex. */opt/Bawt*
- Open shell (Terminal window), go into created folder */opt/Bawt Bawt-2.0.0* and execute:

```
> chmod u+x Build*.sh
```

```
> chmod u+x tclkit*
```

Usage examples:

- Create basic Tcl packages for 32-bit:

```
> ./Build-Linux.sh x86 Setup/Tcl_Basic.bawt update
```
- Create extended Tcl packages including simple shell based installation script for 64-bit:

```
> ./Build-Linux.sh x64 Setup/Tcl_Distribution.bawt update
```

Distribution specific prerequisites:

See chapter [3.2 Setup Files](#) for a list of available Setup files and the dependencies between Setup files. If you want to build ex. *Tcl_Extended.bawt*, you must not only install the prerequisites of this Setup file, but also the prerequisites of the dependent Setup file *Tcl_Basic.bawt*.

Debian Buster 10.2

- Install default Debian Buster 10.2 distribution (*debian-10.2.0-amd64-DVD-1.iso*)
- Use *apper* to install further packages:

Setup file	Debian package	Needed by library
<i>All</i>	<i>build-essential</i>	All C/C++ based libraries.
	<i>curl</i>	BAWT framework.
<i>Tcl_Basic.bawt</i>	<i>libx11-dev</i>	All X11 based libraries, ex. Tk.
	<i>libcairo2-dev</i>	tkpath
	<i>freeglut3-dev</i>	All OpenGL based libraries, ex. Canvas3D, Tcl3D
<i>Tcl_Extended.bawt</i>	<i>libxrandr-dev</i>	Tcl3D
<i>Tcl3D.bawt</i>	<i>libXCursor-dev</i> <i>libXi-dev</i>	glfw

	libXinerama-dev	
MiscLibs.bawt	libpython3.7-dev	boost
	bison flex	CERTI

2.3 Installation on Darwin

Prerequisites:

- XCode
- curl (should be available by default on Mac)

Downloads:

- **BAWT** framework *Bawt-2.0.0.zip*

Installation:

- Extract **BAWT** framework *Bawt-2.0.0.zip* in a folder of choice, ex. */opt/Bawt*
- Open shell (Terminal window), go into created folder */opt/Bawt Bawt-2.0.0* and execute:

```
> chmod u+x Build*.sh
> chmod u+x tclkit*
```

Usage examples:

Note, that Darwin does not support 32-bit programs.

- Create basic Tcl packages for 64-bit:


```
> ./Build-Darwin.sh Setup/Tcl_Basic.bawt update
```
- Create extended Tcl packages including simple shell based installation script for 64-bit:


```
> ./Build-Darwin.sh Setup/Tcl_Distribution.bawt update
```

2.4 Use of Batch Scripts

As the **BAWT** framework is generic and has lots of command line options (see chapter [7 Command Line Options](#)), a batch or shell script for each supported platform is included in the distribution for ease of usage in the most common use cases:

- Build-Windows.bat
- Build-Linux.sh
- Build-Darwin.sh

These batch scripts have been used in the examples of the previous chapters and may serve as starting point for your own batch scripts suited exactly to your needs.

Batch script *Build-Windows.bat*

```
@echo off

rem Default values for some often used options.
set OUTROOTDIR=../BawtBuild
set TCLKIT=tclkit-win32.exe
set NUMJOBS=%NUMBER_OF_PROCESSORS%

rem First 4 parameters are mandatory.
if "%1" == "" goto ERROR
```

```

if "%2" == "" goto ERROR
if "%3" == "" goto ERROR
if "%4" == "" goto ERROR

set ARCH=%1
set VSVERS=%2
set SETUPFILE=%3
set ACTION=%4
shift
shift
shift
shift

rem If no target is given, use target "all".
if "%1"==" " goto BUILDALL

rem Loop through the rest of the parameter list for targets.
set TARGETS=
:PARAMLOOP
rem There is a trailing space in the next line. It's there for formatting.
set TARGETS=%TARGETS%%1
shift
if not "%1"==" " goto PARAMLOOP
goto BUILD

:BUILDALL
if "%ACTION%"=="clean" goto WARNING
if "%ACTION%"=="complete" goto WARNING

set TARGETS=all

:BUILD

set ACTION=--%ACTION%
set OPTS=--rootdir %OUTROOTDIR% ^
        --architecture %ARCH% ^
        --compiler %VSVERS% ^
        --numjobs %NUMJOBS% ^
        --logviewer

rem Build all libraries as listed in Setup file.
CALL %TCLKIT% Bawt.tcl %OPTS% %ACTION% %SETUPFILE% %TARGETS%

goto EOF

:WARNING
echo Warning: This may clean or rebuild everything.
echo Use \"clean all\" or \"complete all\" to allow this operation.

:ERROR
echo.
echo Usage: %0 Architecture VisualStudio SetupFile Action [Target1] [TargetN]
echo Architecture : x86 x64
echo VisualStudio : gcc vs2008 vs2010 vs2013 vs2015 vs2017 vs2019 vs2022
echo gcc+vs20XX vs20XX+gcc
echo Actions : clean extract configure compile distribute finalize
echo list complete update simulate touch
echo Default target : all
echo Output directory: %OUTROOTDIR%
echo.

:EOF

```

See also chapter [5.5 Advanced Batch Scripts](#) for examples of more complex batch scripts.

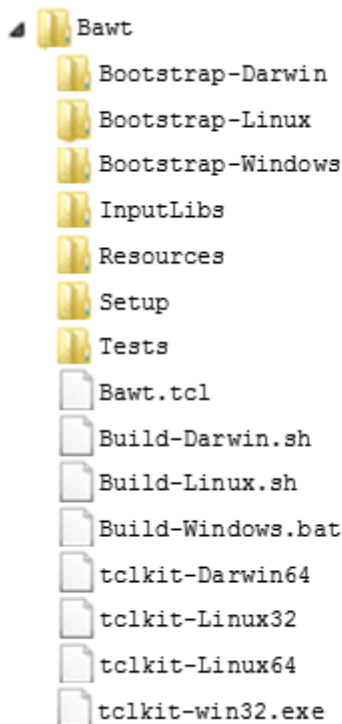
3 Directory and File Structure

This chapter explains the directory structure of the input and output files as well as the contents and structure of the *Setup* and *Build* files.

3.1 Directory Structure

3.1.1 Structure of the input directories

If **BAWT** was downloaded and installed according to the instructions in chapter 2 [Installation and Usage](#), the following directory structure should exist.



The *Bootstrap* directories contain zipped versions of the 7-zip program for Windows and Darwin and zipped versions of the zip program for Windows and Linux.

In directory *Bootstrap-Windows* there should be at least one version of the MSYS/MinGW distributions, which you must have downloaded manually.

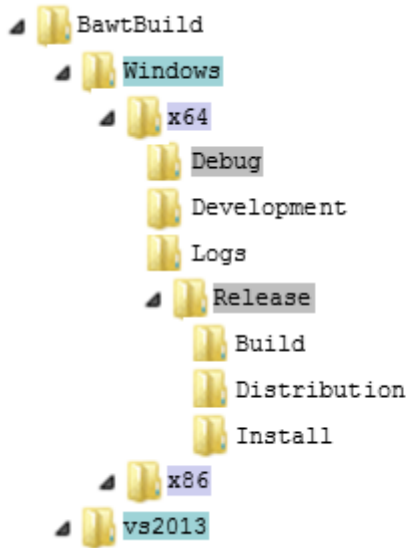
Directory *InputLibs* contains the zipped source code versions of the libraries and the associated *Build* files, see chapter 3.3 [Build Files](#) for a detailed description of *Build* files. Note, that this directory is empty after a fresh installation of **BAWT**, because the corresponding files are downloaded on demand at the first start of a **BAWT** build by default. See chapter 5 [Build Process](#) on how to avoid automatic downloads and updates.

The *Setup* files (see chapter 3.2 [Setup Files](#)) supplied with **BAWT** are located in directory *Setup*.

Directory *Tests* contains several simple test scripts for checking correct compilation and installation of Tcl related packages.

For each supported platform there is also a Tclkit executable supplied, which is needed to run the **BAWT** framework, if no Tcl interpreter is available on your machine (Bootstrapping). A Tclkit is a single-file Tcl interpreter executable.

3.1.2 Structure of the output directories



The root directory of the output files of a **BAWT** build (*BawtBuild* in the above example) can be specified with command line option `--rootdir`. In a *Build* script this directory can be queried with Tcl procedure *GetOutputRootDir*.

Beneath the root build directory there can be several directories named according to the build environment used: *Windows*, *Linux*, *Darwin* for builds with gcc or *vs2008*, *vs2010*, *vs2013*, *vs2015*, *vs2017*, *vs2019* or *vs2022*, if a Visual Studio version was used for building.

Beneath these environment specific directories two directory names can appear, depending on the build architecture: *x86* for 32-bit or *x64* for 64-bit builds.

In these architecture specific directories 3 to 4 subdirectories are contained.

The *Logs* directory contains the overall build log file *_BawtBuild.log* as well as the library specific build log files. See chapter [6 Logging](#) for an in-depth explanation of **BAWT** logging functionality.

The *Development* directory contains all the files needed for a developer using the built libraries.

Depending on the specified build types, directories called *Release* and *Debug* will be created. These directories contain the *Build* and *Install* subdirectories, where the actual sources are extracted and built as well as a *Distribution* subdirectory, which will contain all files needed for a software distribution of the compiled libraries.

The *Distribution* and *Development* directories contain mostly identical content. The *Development* directory typically contains additional library include files and import files (**.lib*). It is the task of the library specific *Build* file to copy the needed files into the *Distribution* and *Development* directories.

3.1.3 Directory access

The next figure shows the input and output directory hierarchy together with the procedures which can be used to get the path to the corresponding directory. The first procedure column (grey boxes) shows the names used in BAWT versions prior to 1.0, the second column (green boxes) shows the names as used by BAWT 1.0 and newer.

The last column shows the available command line options to change the location of a specific input or output directory.



The library search paths, which can be obtained with procedure *GetInputLibsDirs* are set at BAWT start-up to the following values:

- `file join [GetInputRootDir] "InputLibs"`
- `file join [pwd] "InputLibs"`

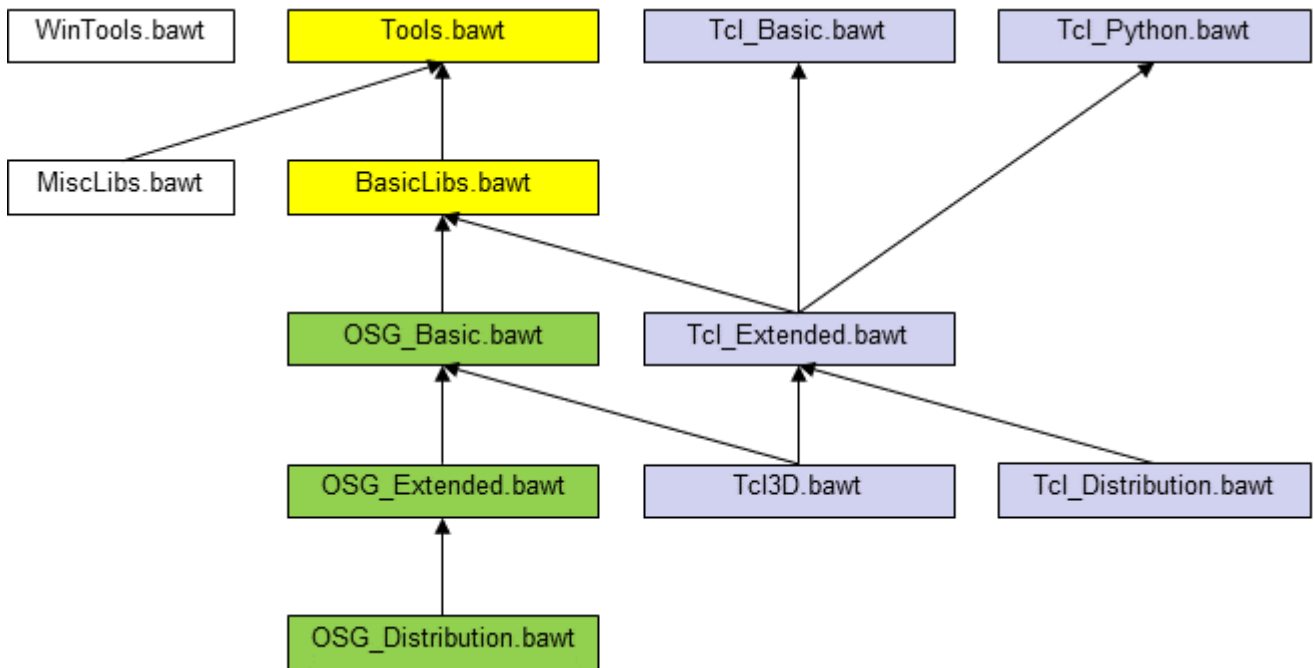
This list can be extended by using command line option [--libdir](#).

If command line option [--nosubdirs](#) is specified, procedures *GetOutputArchDir* and *GetOutputRootDir* return the same directory path.

See chapter [4 Build Stages](#) for an in-depth tour through the directory structure of **BAWT** in conjunction with the different build stages.

3.2 Setup Files

The following figure shows all available *Setup* files and their dependencies.



For the **Tcl** ecosystem the following *Setup* files are currently supported.

<i>Tcl_MinimalDist.bawt</i>	Builds Tcl, Tk and creates an InnoSetup based setup file on Windows or an installation shell script on Unix.
<i>Tcl_Basic.bawt</i>	Builds Tcl, Tk, Starkit and Tcl/Tk packages, which do not depend on 3rd party libraries. On Windows all libraries can be compiled with MSYS/MinGW.
<i>Tcl_Python.bawt</i>	Extracts the binary Python distribution on Windows and builds the tclpy package.
<i>Tcl_Extended.bawt</i>	Builds all libraries of <i>Tcl_Basic.bawt</i> , <i>Tcl_Python.bawt</i> and Tcl/Tk packages which depend on 3rd party libraries, like SWIG, CMake, libressl or image libraries. On Windows all libraries can be compiled with MSYS/MinGW.
<i>Tcl3D.bawt</i>	Builds all libraries of <i>Tcl_Extended.bawt</i> and the extended version of Tcl3D, which depends on 3rd party libraries like OpenSceneGraph, SDL, FTGL.
<i>Tcl_Distribution.bawt</i>	Builds all libraries of <i>Tcl_Extended.bawt</i> and creates an InnoSetup based setup file on Windows or an installation shell script on Unix.

For the **OpenSceneGraph** ecosystem the following *Setup* files are currently supported.

<i>OSG_Basic.bawt</i>	Builds OpenSceneGraph with basic plugin libraries as needed by Tcl3D. On Windows all libraries can be compiled with MSYS/MinGW.
<i>OSG_Extended.bawt</i>	Builds all libraries of <i>OSG_Basic.bawt</i> and builds OpenSceneGraph with extended plugin libraries, as well as libraries depending on OpenSceneGraph like osgEarth.
<i>OSG_Distribution.bawt</i>	Builds all libraries of <i>OSG_Extended.bawt</i> and creates an InnoSetup based setup file on Windows or an installation shell script on Unix.

Both the **OpenSceneGraph** ecosystem as well as the extended **Tcl** versions need special tools for building or basic libraries they depend upon.

<i>Tools.bawt</i>	Builds tools needed for building of libraries, like CMake or SWIG.
<i>BasicLibs.bawt</i>	Builds basic libraries needed by other libraries like several image libraries, zlib, freetype, ffmpeg and libressl.

There are two other *Setup* files not directly related to one of the above mentioned ecosystems.

<i>WinTools.bawt</i>	Convenience tools for Windows supplied as precompiled binaries like Vim or Doxygen.
<i>MiscLibs.bawt</i>	Builds miscellaneous libraries not directly related to Tcl or OpenSceneGraph like mathematical, geographical or XML libraries.

See the tables at the end of this chapter for the detailed content of the *Setup* files.

Setup files are standard Tcl script files. They must have one or more calls to the **BAWT** *Setup* procedure for each library being built. Optionally one or more calls to the **BAWT** *Include* procedure can be specified to add dependent libraries.

The *Setup* procedure has the following signature:

```
proc Setup { libName zipFile buildFile args }
```

The following 3 mandatory parameters must be specified:

- **libName:** Library name.
- **zipFile:** Zipped library source file or library source directory.
- **buildFile:** File containing build script for the library (see next chapter).

The following optional build parameters are currently supported:

<i>Release</i>	Build the Release version of the library. This is the default.
<i>Debug</i>	Build the Debug version of the library. Note, that not all libraries may support Debug mode.
<i>NoWindows</i>	Do not build the library on Windows.
<i>NoDarwin</i>	Do not build the library on Darwin.
<i>NoLinux</i>	Do not build the library on Linux.
<i>WinCompiler=winCompiler</i>	Specify the Windows compiler to use. Valid Windows compiler names are: gcc, vs. Note, that the <i>Build</i> file must have support for both Visual Studio and MSYS/MinGW instructions.
<i>ForceVS (Deprecated)</i>	Force using Visual Studio instead of using MSYS/MinGW. Note, that the <i>Build</i> file must have support for both Visual Studio and MSYS/MinGW instructions.
<i>Version=X.Y.Z</i>	Specify or override a version string for the library. Use this option, if building a library from a directory (ex. your repository workspace), which does not have a version number included in the directory name.
<i>MaxParallel=Platform:NumJobs</i>	Specify the number of parallel build jobs for a specific platform. Some build systems do not work correctly with lots of parallel builds. Valid platform names are: Windows, Linux, Darwin. The platform name may be optionally appended by the compiler type vs or gcc. Example: MaxParallel=Windows-gcc:2
<i>NoParallel=Platforms (Deprecated)</i>	Specify platforms as comma separated list for which parallel build should be disabled. Valid platform names are: Windows, Linux, Darwin.
<i>All other strings</i>	Strings not matching any of the above patterns are interpreted as a user configuration string. User configuration strings are

appended to the CMake or configure commands of the library.
See chapter [3.3.2 User configurable build files](#) for a description of user configuration strings.

The next tables list the contents of the currently available *Setup* files.

Setup file Tools.bawt			
# Builds tools needed for building of libraries, like CMake or SWIG.			
# Setup LibName	ZipFile	BuildFile	BuildOptions
Setup CMake	CMake-3.19.4.7z	CMake.bawt	
Setup pkgconfig	pkgconfig-0.29.2.7z	pkgconfig.bawt	
Setup SWIG	SWIG-4.0.2.7z	SWIG.bawt	
Setup yasm	yasm-1.3.0.7z	yasm.bawt	

Setup file BasicLibs.bawt			
# Builds basic libraries needed by several other libraries.			
Include "Tools.bawt"			
# All of the following libraries can be compiled on Linux or Darwin, # but it is better to use the system provided libraries.			
# Setup LibName	ZipFile	BuildFile	BuildOptions
# Basic library needed by most other libraries.			
Setup ZLib	ZLib-1.2.11.7z	ZLib.bawt	NoLinux NoDarwin
Setup xz	xz-5.2.5.7z	xz.bawt	NoLinux NoDarwin
# Basic Image libraries.			
Setup giflib	giflib-5.2.1.7z	giflib.bawt	NoLinux
Setup libwebp	libwebp-1.2.0.7z	libwebp.bawt	NoLinux
Setup JPEG	JPEG-9.d.7z	JPEG.bawt	NoLinux NoDarwin
Setup openjpeg	openjpeg-2.4.0.7z	openjpeg.bawt	
Setup PNG	PNG-1.6.37.7z	PNG.bawt	NoLinux MaxParallel=Windows-gcc:1
Setup TIFF	TIFF-4.1.0.7z	TIFF.bawt	NoLinux NoDarwin
Setup Freetype	Freetype-2.10.1.7z	Freetype.bawt	NoLinux NoDarwin
Setup libressl	libressl-2.9.2.7z	libressl.bawt	
Setup ffmpeg	ffmpeg-4.2.3.7z	ffmpeg.bawt	

Setup file Tcl_MinimalDist.bawt			
# Builds just Tcl and Tk and creates a distribution setup file.			
# Setup LibName	ZipFile	BuildFile	BuildOptions
# Tcl and Tk.			
Setup Tcl	Tcl-[GetTclVersion].7z	Tcl.bawt	
Setup Tk	Tk-[GetTkVersion].7z	Tk.bawt	
# Tcl/Tk distribution as InnoSetup installer.			
Setup InnoSetup	InnoSetup-6.0.5.7z	InnoSetup.bawt	
Setup SetupTcl	SetupTcl.7z	SetupTcl.bawt	

Setup file Tcl_Basic.bawt			
# Builds Tcl, Tk, Starkit and Tcl/Tk packages, which do not depend on 3rd party libraries. # On Windows all libraries can be compiled with MSys/MinGW.			
# Setup LibName	ZipFile	BuildFile	BuildOptions

```

# Tcl/Tk, stubs and manual.
Setup Tcl          Tcl-[GetTclVersion].7z          Tcl.bawt
Setup TclStubs     Tcl-[GetTclVersion].7z          TclStubs.bawt
Setup Tk           Tk-[GetTkVersion].7z           Tk.bawt
Setup TkStubs      Tk-[GetTkVersion].7z           TkStubs.bawt
Setup TclTkManual  TclTkManual.7z                 TclTkManual.bawt

# Compiled Tcl packages.
Setup critcl       critcl-3.1.18.1.7z             critcl.bawt
Setup expect       expect-5.45.4.7z               expect.bawt
Setup DiffUtil     DiffUtil-0.4.1.7z              DiffUtil.bawt
Setup memchan      memchan-2.3.7z                 memchan.bawt
Setup Mpexpr       Mpexpr-1.2.7z                  Mpexpr.bawt
Setup nacl         nacl-1.1.7z                    nacl.bawt
Setup nsf          nsf-2.3.0.7z                   nsf.bawt
Setup oratcl       oratcl-4.6.7z                  oratcl.bawt
Setup parse_args   parse_args-0.2.2.7z            parse_args.bawt
Setup rl_json      rl_json-0.9.11.7z              rl_json.bawt
Setup tbcload      tbcload-1.7.7z                 tbcload.bawt
Setup tclcompiler  tclcompiler-1.7.1.7z           tclcompiler.bawt
Setup tclcsv       tclcsv-2.3.7z                  tclcsv.bawt
Setup tclparser    tclparser-1.8.7z               tclparser.bawt
Setup tclvfs       tclvfs-1.4.2.7z                tclvfs.bawt
Setup tclx         tclx-8.4.4.7z                  tclx.bawt
Setup tdom         tdom-0.9.2.7z                  tdom.bawt
Setup trofs        trofs-0.4.9.7z                 trofs.bawt
Setup tserialport  tserialport-1.1.7z             tserialport.bawt
MaxParallel=Windows-gcc:1
Setup udp          udp-1.0.11.7z                  udp.bawt
Setup vectcl       vectcl-0.2.7z                  vectcl.bawt

# Compiled Tk packages.
Setup Canvas3d     Canvas3d-1.2.2.7z              Canvas3d.bawt
Setup Img          Img-1.4.13.7z                  Img.bawt
Setup imgtools     imgtools-0.3.7z                imgtools.bawt
Setup itk          itk-4.1.0.7z                   itk.bawt
Setup iwidgets     iwidgets-4.1.1.7z              iwidgets.bawt
Setup photoresize  photoresize-0.1.7z             photoresize.bawt
Setup poImg        poImg-2.0.2.7z                 poImg.bawt
Setup Tix          Tix-8.4.3.7z                   Tix.bawt                               NoDarwin
Setup Tkhtml       Tkhtml-3.0.7z                  Tkhtml.bawt
Setup tkpath       tkpath-0.3.3.7z                tkpath.bawt                               NoDarwin
Setup tksvg        tksvg-0.6.7z                   tksvg.bawt
Setup Tktable      Tktable-2.11.7z                 Tktable.bawt
Setup treectrl     treectrl-2.4.1.7z               treectrl.bawt

# Compiled Tcl and Tk packages. Windows only.
Setup iocp         iocp-1.1.0.7z                  iocp.bawt
Setup rbc          rbc-0.2.7z                     rbc.bawt
Setup shellicon    shellicon-0.1.7z               shellicon.bawt
Setup twapi        twapi-4.5.2.7z                 twapi.bawt
Setup winhelp      winhelp-1.1.7z                 winhelp.bawt

# Compiled Tcl packages. Darwin only.
Setup Tcladdressbook Tcladdressbook-1.2.4.7z      Tcladdressbook.bawt
Setup Tclapplescript Tclapplescript-2.2.7z        Tclapplescript.bawt
Setup tclAE        tclAE-2.0.7.7z                 tclAE.bawt

# Pure Tcl/Tk packages.
Setup apave        apave-3.2.8.7z                  apave.bawt
Setup awthemes     awthemes-10.4.0.7z              awthemes.bawt
Setup BWidget      BWidget-1.9.14.7z               BWidget.bawt
Setup cawt         cawt-2.8.2.7z                   cawt.bawt
Setup materialicons materialicons-0.2.7z           materialicons.bawt
Setup mentry       mentry-3.13.7z                  mentry.bawt
Setup mqtt         mqtt-2.0.7z                     mqtt.bawt
Setup ooxml        ooxml-1.6.7z                    ooxml.bawt
Setup pdf4tcl      pdf4tcl-0.9.2.7z                pdf4tcl.bawt
Setup pgintcl      pgintcl-3.5.1.7z                pgintcl.bawt
Setup puppyicons   puppyicons-0.1.7z               puppyicons.bawt

```

Setup ruff	ruff-1.2.0.7z	ruff.bawt
Setup scrollutil	scrollutil-1.10.7z	scrollutil.bawt
Setup tablelist	tablelist-6.14.7z	tablelist.bawt
Setup tclargp	tclargp-0.2.7z	tclargp.bawt
Setup tcllib	tcllib-1.20.7z	tcllib.bawt
Setup tclws	tclws-3.3.0.7z	tclws.bawt
Setup tkcon	tkcon-2.7.2.7z	tkcon.bawt
Setup tklib	tklib-0.7.7z	tklib.bawt
Setup ukaz	ukaz-2.0a3.7z	ukaz.bawt
Setup wcb	wcb-3.7.7z	wcb.bawt
Setup windetect	windetect-1.0.0.7z	windetect.bawt
Setup tkwintrack	tkwintrack-2.0.1.7z	tkwintrack.bawt
 # Tclkits.		
Setup Tclkit	Tclkit.7z	Tclkit.bawt
 # Tcl programs wrapped as starpacks.		
Setup gorilla	gorilla-1.6.0.7z	gorilla.bawt
Setup tclssg	tclssg-2.2.1.7z	tclssg.bawt
Setup tkchat	tkchat-1.482.7z	tkchat.bawt
Setup tksqlite	tksqlite-0.5.13.7z	tksqlite.bawt

Setup file Tcl_Python.bawt

# Builds binary Python distribution for Windows and tclpy package.			
Include "Tcl_Basic.bawt"			
# Setup LibName	ZipFile	BuildFile	BuildOptions
Setup Python	Python-3.7.7-[GetBits].7z	Python.bawt	Version=3.7.7
Setup tclpy	tclpy-0.4.7z	tclpy.bawt	

Setup file Tcl_Extended.bawt

# Builds Tcl/Tk packages which depend on 3rd party libraries, # like SWIG, CMake, libressl or image libraries.			
Include "Tools.bawt"			
Include "BasicLibs.bawt"			
Include "Tcl_Basic.bawt"			
Include "Tcl_Python.bawt"			
# Setup LibName	ZipFile	BuildFile	BuildOptions
Setup mawt	mawt-0.4.0.7z	mawt.bawt	
Setup tcl3dBasic	tcl3d-0.9.4.7z	tcl3dBasic.bawt	
Setup tkdnd	tkdnd-2.9.2.7z	tkdnd.bawt	
Setup tkribbon	tkribbon-1.1.7z	tkribbon.bawt	
Setup tcltls	tcltls-1.7.22.7z	tcltls.bawt	
Setup Trf	Trf-2.1.4.7z	Trf.bawt	NoDarwin
Setup imgjp2	imgjp2-0.1.7z	imgjp2.bawt	
Setup tzint	tzint-1.1.7z	tzint.bawt	
Setup libgd	libgd-2.3.2.7z	libgd.bawt	
Setup tclgd	tclgd-1.4.7z	tclgd.bawt	
Setup libffi	libffi-3.2.1.7z	libffi.bawt	
Setup Ffidl	Ffidl-0.8.0.7z	Ffidl.bawt	
Setup hdc	hdc-0.2.0.1.7z	hdc.bawt	
Setup gdi	gdi-0.9.9.15.7z	gdi.bawt	
Setup printer	printer-0.9.6.15.7z	printer.bawt	
 # Tcl programs wrapped as starpacks.			
Setup BawtLogViewer	BawtLogViewer-[GetVersion].7z	BawtLogViewer.bawt	
Setup poApps	poApps-2.7.0.7z	poApps.bawt	

Setup file Tcl3D.bawt

```
# Builds the extended version of Tcl3D, which depends on
# 3rd party libraries (OpenSceneGraph, SDL, FTGL).

Include "Tools.bawt"
Include "BasicLibs.bawt"
Include "Tcl_Extended.bawt"
Include "OSG_Basic.bawt"

# Setup LibName      ZipFile          BuildFile      BuildOptions

Setup glfw           glfw-3.3.2.7z    glfw.bawt
Setup FTGL           FTGL-2.1.3.7z    FTGL.bawt      NoDarwin
Setup tcl3dFull      tcl3d-0.9.4.7z   tcl3dFull.bawt
```

Setup file Tcl_Distribution.bawt

```
# Use this Setup file to create a Tcl/Tk distribution.

# Builds Tcl/Tk with basic package libraries.
# Include "Tcl_Basic.bawt"

# Builds Tcl/Tk with extended package libraries including Tcl3D.
# Include "Tcl3D.bawt"

# Builds Tcl/Tk with extended package libraries.
Include "Tcl_Extended.bawt"

# Setup LibName      ZipFile          BuildFile      BuildOptions

# Tcl/Tk distribution as InnoSetup installer.
Setup InnoSetup      InnoSetup-6.0.5.7z    InnoSetup.bawt
Setup Redistributables Redistributables.7z  Redistributables.bawt
Setup SetupTcl       SetupTcl.7z           SetupTcl.bawt
Setup SetupPython    SetupPython.7z        SetupPython.bawt
```

Setup file OSG_Basic.bawt

```
# Builds OpenSceneGraph with basic plugin libraries as needed by Tcl3D.

Include "Tools.bawt"
Include "BasicLibs.bawt"

# Setup LibName      ZipFile          BuildFile      BuildOptions

# The following libraries can be compiled on Linux, but for OpenSceneGraph
# we use the libraries installed by the Linux distribution.
Setup freeglut       freeglut-3.2.1.7z    freeglut.bawt      NoLinux
NoDarwin
if { [UseVisualStudio "primary"] && [GetVisualStudioVersion] <= 2010 } {
    Setup jasper      jasper-2.0.14.7z    jasper.bawt        NoLinux
NoDarwin
} else {
    Setup jasper      jasper-2.0.25.7z    jasper.bawt        NoLinux
NoDarwin
}

# OpenSceneGraph 3rd party libraries.
Setup curl           curl-7.70.0.7z       curl.bawt
if { [UseVisualStudio "primary"] && [GetVisualStudioVersion] <= 2008 } {
    Setup SDL         SDL-2.0.4.7z        SDL.bawt
} else {
    Setup SDL         SDL-2.0.8.7z        SDL.bawt
}
```



```
# OpenSceneGraph
Setup OpenSceneGraph      OpenSceneGraph-[GetOsgVersion].7z OpenSceneGraph.bawt      ; #
Possible deadlock: MaxParallel=Windows-gcc:1
Setup OpenSceneGraphData  OpenSceneGraphData-3.4.0.7z      OpenSceneGraphData.bawt
```

Setup file OSG_Extended.bawt

```
# Builds OpenSceneGraph with extended plugin libraries, as
# well as libraries depending on OpenSceneGraph like osgEarth.

Include "Tools.bawt"
Include "BasicLibs.bawt"
Include "OSG_Basic.bawt"

# Setup LibName ZipFile          BuildFile          BuildOptions

# Extended OpenSceneGraph 3rd party libraries.
Setup Cal3D      Cal3D-0.120.7z    Cal3D.bawt
if { [UseVisualStudio "primary"] && [GetVisualStudioVersion] <= 2013 } {
    Setup gdal    gdal-2.2.0.7z    gdal.bawt      ; # Possible deadlock: MaxParallel=Windows-
gcc:1
    Setup geos    geos-3.6.3.7z    geos.bawt      ; # Possible deadlock: MaxParallel=Windows-
gcc:1
} else {
    Setup gdal    gdal-2.4.4.7z    gdal.bawt      ; # Possible deadlock: MaxParallel=Windows-
gcc:1
    Setup geos    geos-3.7.2.7z    geos.bawt      ; # Possible deadlock: MaxParallel=Windows-
gcc:1
}
Setup GLEW        GLEW-2.2.0.7z    GLEW.bawt
Setup Gl2ps        Gl2ps-1.4.2.7z    Gl2ps.bawt

# Libraries based on OpenSceneGraph.
Setup osgcal      osgcal-0.2.1.7z    osgcal.bawt      MaxParallel=Linux:1 MaxParallel=Windows-
gcc:1

if { [UseVisualStudio "primary"] && [GetVisualStudioVersion] <= 2008 } {
    Setup osgearth osgearth-2.8.7z    osgearth.bawt    ; # Possible deadlock:
MaxParallel=Windows-gcc:1
} else {
    Setup osgearth osgearth-2.10.1.7z    osgearth.bawt    ; # Possible deadlock:
MaxParallel=Windows-gcc:1
}
```

Setup file OSG_Distribution.bawt

```
# Use this Setup file to create an OpenSceneGraph distribution.

# Builds OpenSceneGraph with basic plugin libraries.
# Include "OSG_Basic.bawt"

# Builds OpenSceneGraph with extended plugin libraries, as
# well as libraries depending on OpenSceneGraph like osgEarth.
Include "OSG_Extended.bawt"

# Setup LibName          ZipFile          BuildFile          BuildOptions

# OpenSceneGraph distribution as InnoSetup installer.
Setup InnoSetup      InnoSetup-6.0.5.7z    InnoSetup.bawt
Setup Redistributables Redistributables.7z    Redistributables.bawt
Setup SetupOsg        SetupOsg.7z          SetupOsg.bawt
```

Setup file MiscLibs.bawt

```
# Builds miscellaneous libraries not related to Tcl or OpenSceneGraph.

Include "Tools.bawt"
```

# Setup LibName	ZipFile	BuildFile	BuildOptions
<pre> if { ([UseVisualStudio "primary"] && [GetVisualStudioVersion] >= 2015) \ (! [UseVisualStudio "primary"] && [IsWindows]) \ (! [IsWindows] && [IsGccCompilerNewer "4.9.0"]) } { # This boost version can only be compiled with # Windows: VS 2015 or newer. # Unix : gcc 4.9.0 or newer Setup Boost Boost-1.75.0.7z Boost.bawt } else { # This boost version cannot be compiled with MinGW gcc. Setup Boost Boost-1.58.0.7z Boost.bawt } Setup ccl ccl-4.0.6.7z ccl.bawt Setup CERTI CERTI-3.5.1.7z CERTI.bawt MaxParallel=Windows-gcc:1 NoLinux Setup Eigen Eigen-3.3.9.7z Eigen.bawt Setup fftw fftw-3.3.9.7z fftw.bawt Setup GeographicLib GeographicLib-1.50.1.7z GeographicLib.bawt Setup GeographicLibData GeographicLibData.7z GeographicLibData.bawt Setup KDIS KDIS-2.9.0.7z KDIS.bawt Setup sqlite3 sqlite3-3.33.0.7z sqlite3.bawt Setup tinyxml2 tinyxml2-8.0.0.7z tinyxml2.bawt Setup Xerces Xerces-3.2.3.7z Xerces.bawt </pre>			

Setup file WinTools.bawt			
# Builds miscellaneous tools for Windows.			
# Setup LibName	ZipFile	BuildFile	BuildOptions
Setup Blender	Blender-2.82a.7z	Blender.bawt	
Setup DirectXTex	DirectXTex-2021_06.7z	DirectXTex.bawt	
Setup Doxygen	Doxygen-1.8.15.7z	Doxygen.bawt	
Setup Vim	Vim-8.1.1.7z	Vim.bawt	

3.3 Build Files

Build files include the logic needed to extract, configure, compile and distribute a library. They must define the following two procedures, where `libName` is replaced with the name of the library as specified as first parameter of the `Setup` procedure:

- `Init_libName { libName libVersion }`
- `Build_libName { libName libVersion buildDir instDir devDir distDir }`

The parameter values for these procedures are supplied by the **BAWT** framework.

<code>libName</code>	Library name as supplied with first parameter of procedure <code>Setup</code> .
<code>libVersion</code>	Library version extracted from source file name as supplied with second parameter of procedure <code>Setup</code> .
<code>buildDir</code>	<code>[file join [GetOutputBuildDir] \$libName]</code>
<code>instDir</code>	<code>[file join [GetOutputInstDir] \$libName]</code>
<code>devDir</code>	<code>[GetOutputDevDir]</code>
<code>distDir</code>	<code>[GetOutputDistDir]</code>

The logic of a *Build* file will be explained with the following excerpt of the *Build* file of Tcl package **udp**:

Build file udp.bawt
<pre> # Copyright: 2016-2021 Paul Obermeier (obermeier@tcl3d.org) # Distributed under BSD license. # # BuildType: MSys / gcc </pre>

```

proc Init_udp { libName libVersion } {
    SetScriptAuthor    $libName "Paul Obermeier" "obermeier@tcl3d.org"
    SetLibHomepage      $libName "https://sourceforge.net/projects/tcludp/"
    SetLibDependencies $libName "Tcl"
    SetPlatforms        $libName "All"
    SetWinCompilers     $libName "gcc"
}

proc Build_udp { libName libVersion buildDir instDir devDir distDir } {
    if { [UseStage "Extract" $libName] } {
        ExtractLibrary $libName $buildDir
    }

    if { [UseStage "Configure" $libName] } {
        TeaConfig $libName $buildDir $instDir
    }

    if { [UseStage "Compile" $libName] } {
        MSysBuild $libName $buildDir "install-binaries"
    }

    if { [UseStage "Distribute" $libName] } {
        StripLibraries "$instDir"
        LibFileCopy "$instDir" "$devDir/[GetTclDir]" "*" true
        LibFileCopy "$instDir" "$distDir/[GetTclDir]" "*" true
    }
    return true
}

```

The `Init_libName` procedure must call the following **BAWT** framework procedures:

<code>SetScriptAuthor</code>	Specify name and mail address of the build script author. This information is used for command line option <code>--authors</code> .
<code>SetLibHomepage</code>	Specify the homepage of the library. This information is used for command line option <code>--homepages</code> .
<code>SetLibDependencies</code>	Specify the dependencies of the library. If the library has no dependencies, specify <code>"None"</code> as parameter. Otherwise a variable number of library names can be given. This information is used for command line option <code>--dependencies</code> .
<code>SetPlatforms</code>	Specify the supported platforms. Valid keywords are: <code>"Windows"</code> <code>"Linux"</code> <code>"Darwin"</code> or <code>"All"</code> . This information is used for command line option <code>--platforms</code> .
<code>SetWinCompilers</code>	Specify the supported compilers on Windows. Optional. The first specified compiler is used as default. Valid keywords are: <code>"gcc"</code> <code>"vs"</code> . This information is used for command line option <code>--wincompilers</code> .

The `Build_libName` procedure must check, which stage or stages should be executed (using procedure `UseStage`) and supply appropriate Tcl commands for each stage.

The following four stages can be handled in a build file:

- Extract
- Configure
- Compile
- Distribute

See chapter 4 *Build Stages* for details on these stages and typical commands executed for each stage.

Errors can be indicated by calling the **BAWT** procedure `SetErrorMessage` and returning `false`.

Optionally a procedure named `Env_libName` may be specified in a build file. This procedure has the same signature as the `Build_libName` procedure and may be used to specify library specific

environment variables (using **BAWT** procedure `SetEnvVar`) or to add a value to the system environment variable `Path` (using **BAWT** procedure `AddToPathEnv`).

The following excerpt from the `Tcl` build file shows a usage example:

```
proc Env_Tcl { libName libVersion buildDir instDir devDir distDir } {
    SetEnvVar      "TCLLIBPATH" "$devDir/[GetTclDir]/lib"
    AddToPathEnv   "$devDir/opt/$libName/bin"
}
```

3.3.1 User supplied build files

BAWT version 2.0 introduced the functionality of user supplied build files, which allows to add custom build files for existing libraries without the need to change the default build files.

To create a user supplied build file, make a copy of the build file (ex. `tcllib.bawt`) and give the copied file the name `tcllib_User.bawt`. By appending the string `_User` to the root file name, BAWT automatically detects the file as a user supplied build file and uses this file instead of the original build file.

You can then edit the user supplied build file according to your needs, ex. do not create the `critcl` based modules for `tcllib`.

The user supplied build scripts must be located in directories from the library search paths, see chapter [3.1.3 Directory access](#).

Note, that user supplied build scripts are not considered in action `--update`, see chapter [5 Build Process](#).

You may also give the user supplied build file any name you like. Then you have to notify BAWT to use that file for a specific library by using command line option `--user`.

If you do not want to use the user supplied files, there is no need to delete or rename them. Specify command line option `--nouserbuilds` to disable all user build files.

If using the [graphical log viewer](#), the application of a user supplied build file is indicated in the corresponding column, see next figure.

%FIGURE Figure- BawtLogViewerUserBuild%

3.3.2 User configurable build files

Some of the library build files are already setup to supply user configuration options. These configuration options can be supplied using the following methods:

As command line option `--copt`

As option string of the `Setup` procedure, see chapter [3.2 Setup Files](#)

The following build scripts currently support user configuration options:

Build script	User options
Img.bawt	Any <code>-DXXX</code> option usable for <code>CFLAGS</code> environment variable
poImg.bawt	
Tclkit.bawt	
Tk.bawt	

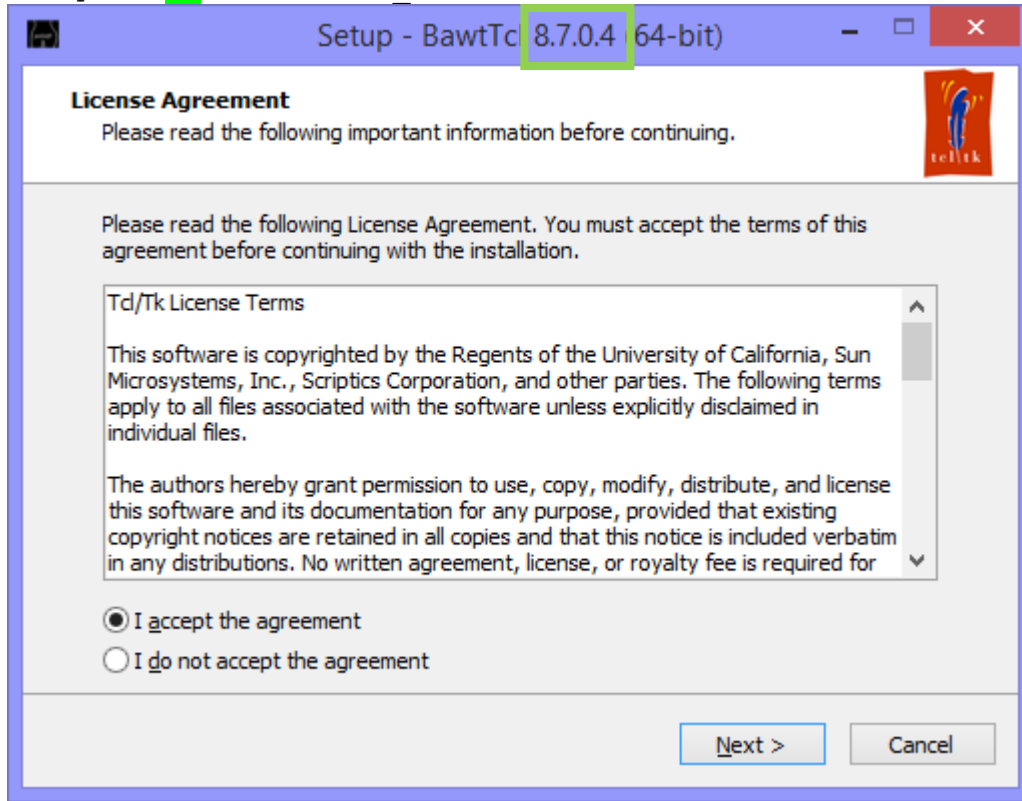
Build script	User options
SetupOsg.bawt	Tag string for generated Setup file name: <code>Tag=XXX</code> Version string used for InnoSetup: <code>Version=XXX</code>
SetupPython.bawt	
SetupTcl.bawt	

The following example using Tcl version 8.7.a4

```
--copt SetupTcl 'Tag=-BI' --copt SetupTcl 'Version=8.7.0.4'
```

generates an InnoSetup file with the following name:

`SetupTcl-BI-8.7.a4-x64 Bawt-2.0.0.exe`



Build script	User options
tcllib.bawt	Toggle critcl based compilation: Critcl=ON OFF. Default: ON.

Example:

```
--copt tcllib 'Critcl=OFF'
```

Build script	User options
OpenSceneGraph.bawt	Toggle example compilation: -DBUILD_OSG_EXAMPLES=ON OFF. Default: OFF.

Example:

```
--copt OpenSceneGraph '-DBUILD_OSG_EXAMPLES=ON'
```

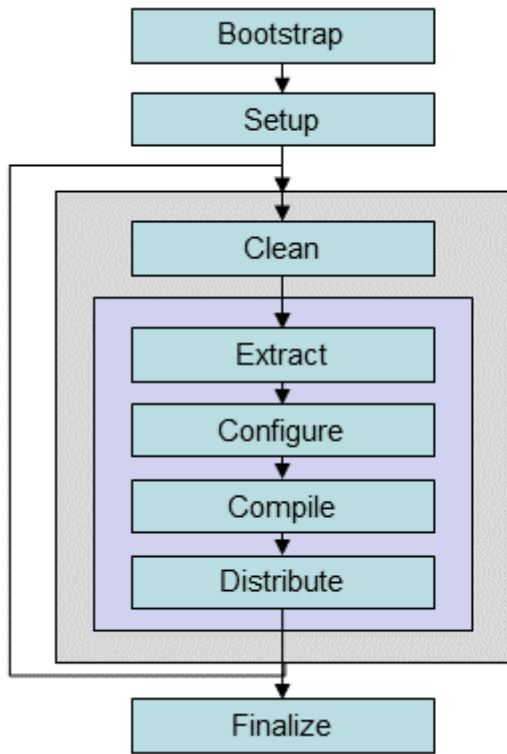
Build script	User options
osgearth.bawt	Toggle example compilation: -DBUILD_OSGEARTH_EXAMPLES=ON OFF. Default: OFF.

Example:

```
--copt osgearth '-DBUILD_OSGEARTH_EXAMPLES=ON'
```

4 Build Stages

This chapter describes the stages used in the **BAWT** framework to build the libraries specified in a *Setup* file.



The stages are grouped into global and library specific ones. The global stages `Bootstrap`, `Setup` and `Finalize` are called only once per **BAWT** execution, the library specific stages are called once for each library.

Four of the library specific stages (`Extract`, `Configure`, `Compile`, `Distribute`) are user configurable. Actions for these stages must be specified in the library *Build* files.

4.1 Stage Bootstrap

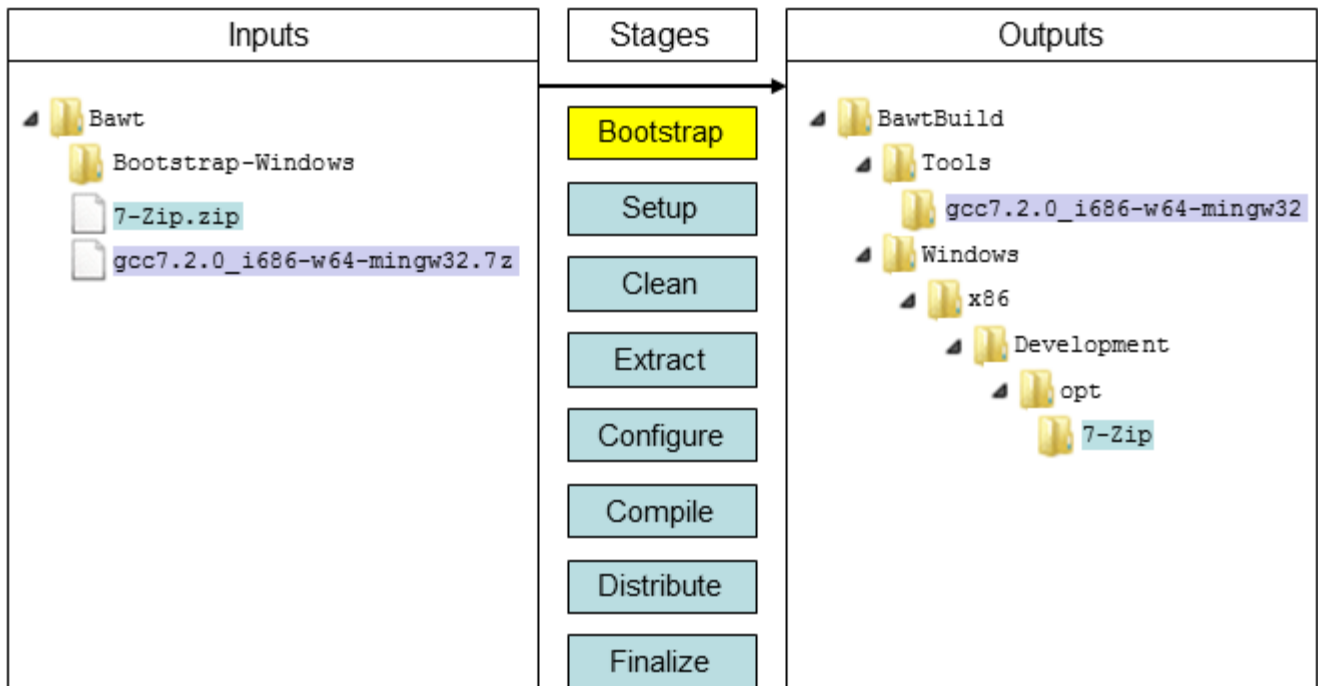
Extract and copy bootstrap tools.

This stage is executed automatically on each invocation of *Bawt.tcl*.

It is not executed, if command line option `--list` is specified.

BAWT needs the **7-Zip** program to extract the library source distributions. For Windows and Darwin a version of the **7-Zip** program is included in the **BAWT** framework. On Linux **7-Zip** is typically already available with the operating system or can be installed as Linux package `p7zip` or `p7zip-full`.

On Windows lots of the libraries are built with the MSYS/MinGW suite. Different versions of MSYS/MinGW are available on the **BAWT** download site.



Command line options influencing this stage:

[--gccversion](#)
[--architecture](#)
[--toolsdir](#)

The 7-Zip distribution itself must be compressed with standard ZIP, so that it can be extracted with the `vfs::zip` package contained in the `tklkit`. All other tools and libraries are compressed in 7-Zip format because of better compression rates (Example: MSYS/MinGW is 2 times smaller with 7z).

4.2 Stage Setup

Read and execute specified *Setup* file.

This stage is executed automatically on each invocation of *Bawt.tcl*.

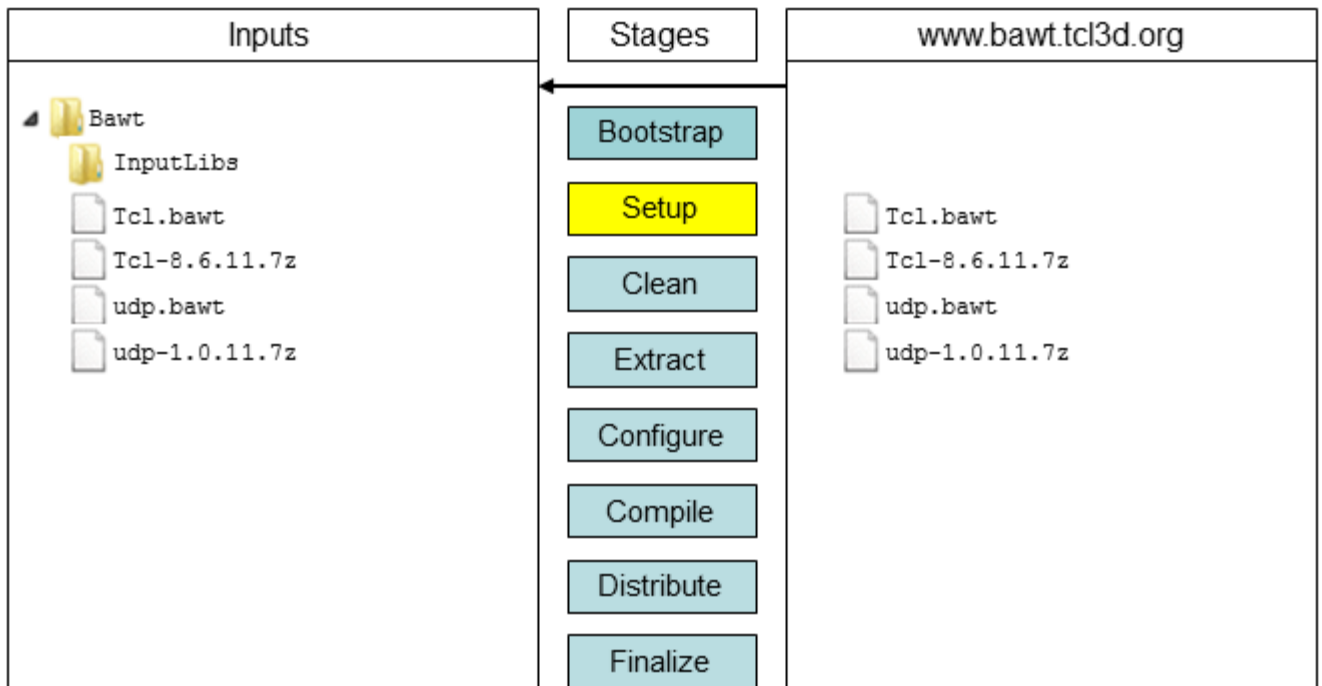
Check for existence of the library source code (either as a 7z file or directory) as well as the according *Build* file. If these do not exist in the library directory *InputLibs* of the current working directory (additional directories can be added with command line option [--libdir](#)) or are older than those available on the **BAWT** website, they are downloaded from the **BAWT** website.

If this fails, a fatal error is thrown and the build process is stopped.

The version number of the library is extracted from the file or directory name of the library.

If build action is set to *Update*, the necessary build stages are determined according to the existence of the library source and *Build* files as well as to the modification times of the corresponding build and install directories.

Checking for newer versions and automatic downloading may be skipped by specifying command line option [--noonline](#).

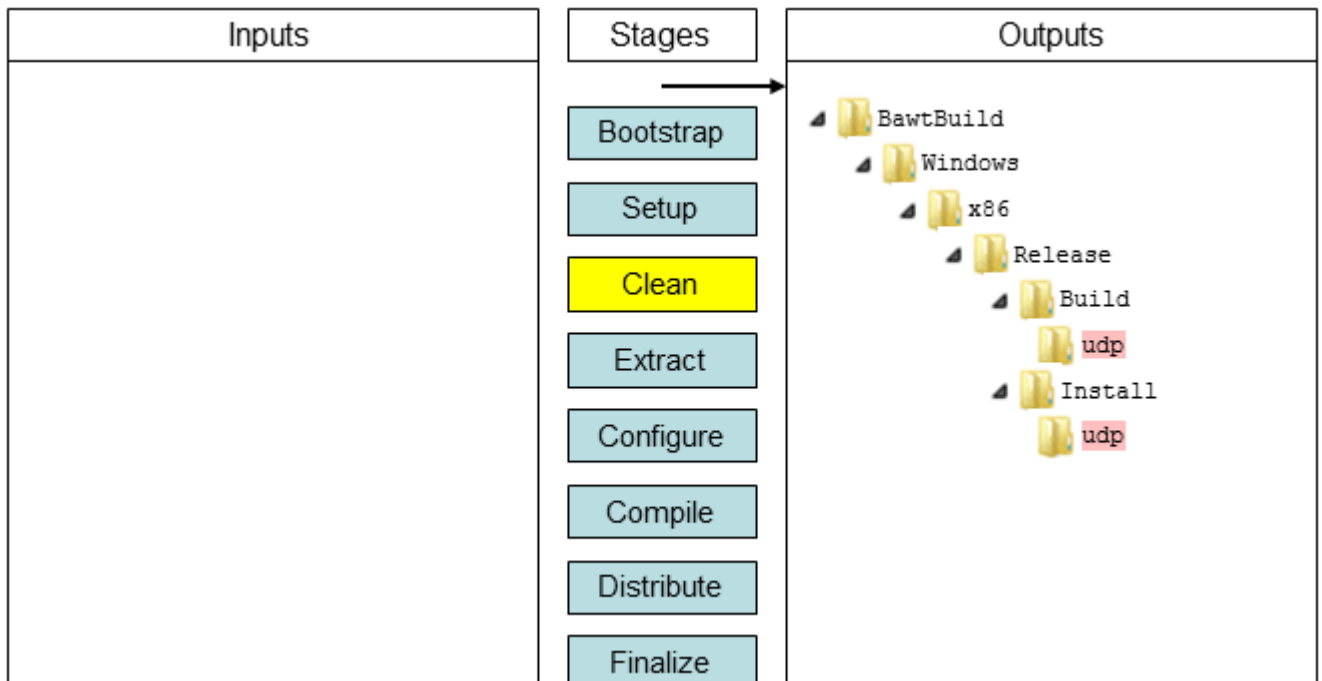


Command line options influencing this stage:

[--noonline](#)
[--norecursive](#)
[--sort](#)
[--url](#)

4.3 Stage Clean

Remove library specific build and install directory.

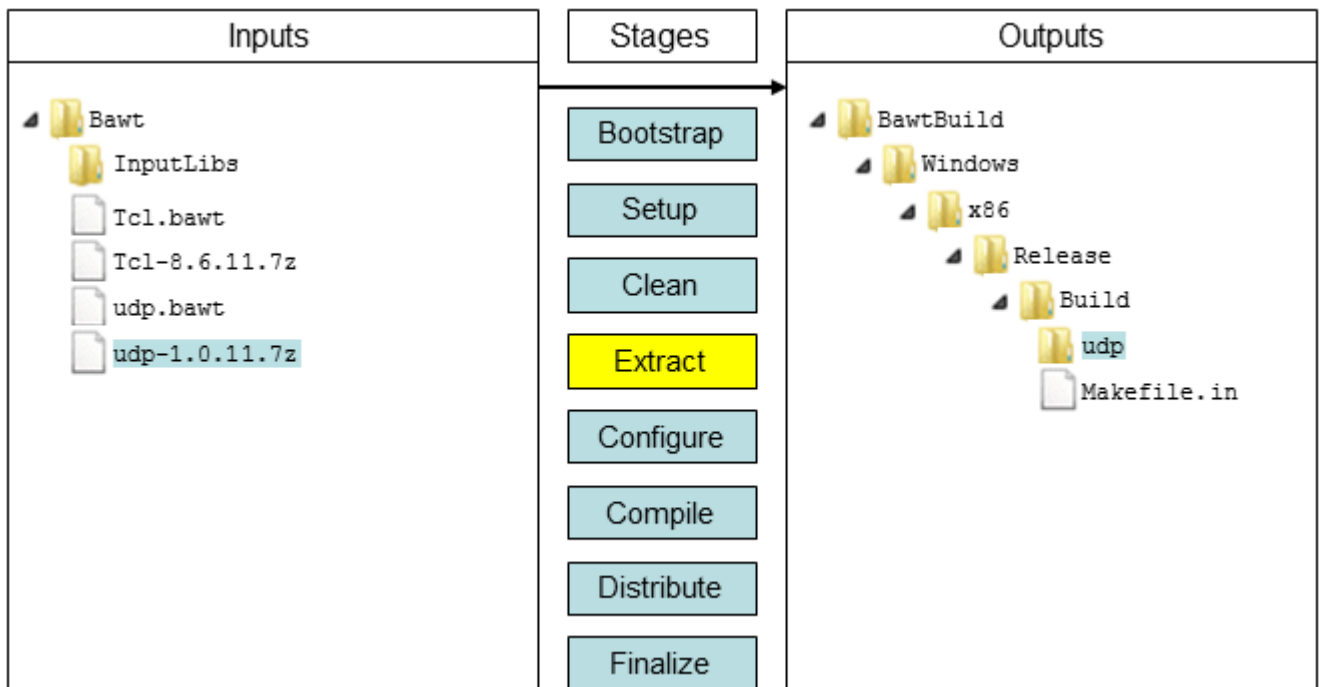


Command line options influencing this stage:

[--clean](#)
[--timeout](#)

4.4 Stage Extract

Extract library source code into build directory.



In stage `Extract` the library source code will be extracted and copied into the build directory. This is achieved by calling the **BAWT** procedure `ExtractLibrary`, which cares about having either a source directory or a compressed source file.

Ideally the source code can be compiled without any changes. If changes have to be done, it is preferred not to edit the source code manually, but make the changes in the build script after extraction.

BAWT has two utility procedures for this purpose:

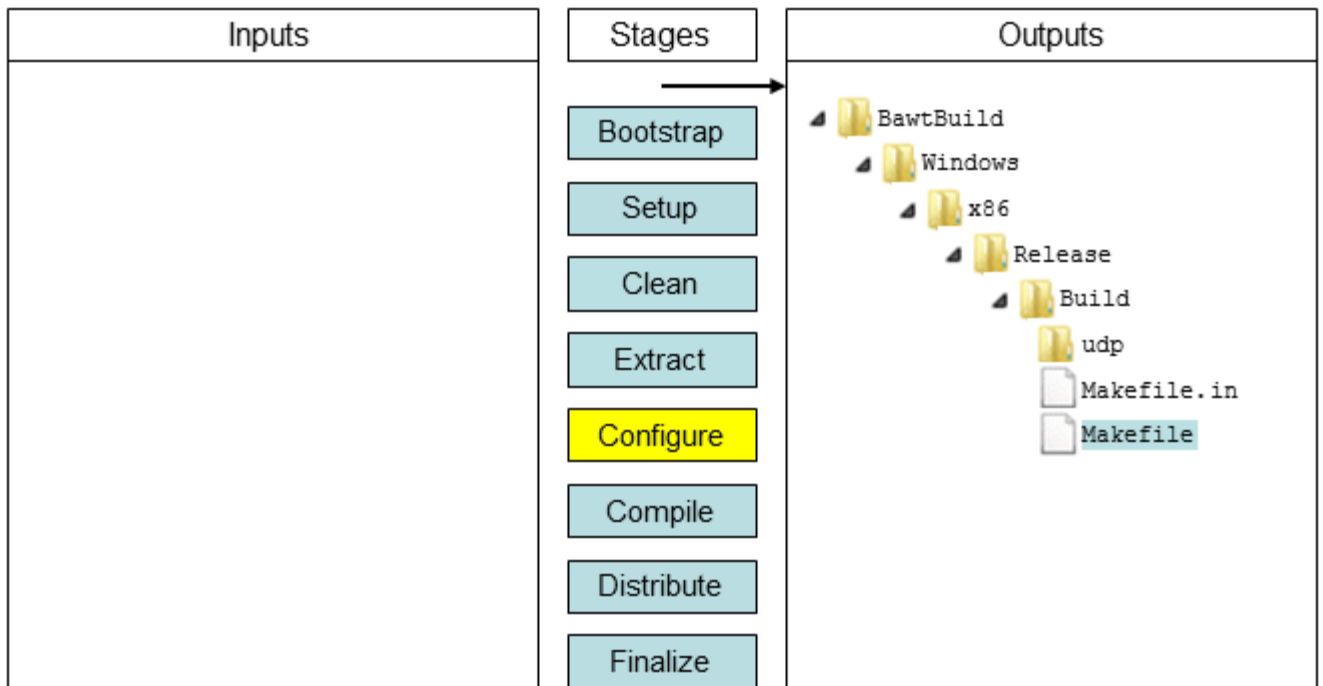
- `ReplaceLine`
- `ReplaceKeywords`

Command line options influencing this stage:

[`--extract`](#)

4.5 Stage Configure

Configure library for compilation.



In stage `Configure` the library will be configured, which generates the appropriate make files for the chosen compiler and platform.

The following high-level **BAWT** procedures are available for configuration tasks:

- `CMakeConfig` when using the CMake build infrastructure.
- `MSysConfig` when using a configure script with “standard” options.
- `TeaConfig` when using the Tcl Extension Architecture for Tcl packages.

See the source code of `Bawt.tcl` to get the default options set by these procedures.

If the build infrastructure does not fit any of the mentioned one above, the configuration command must be built up as a Tcl string and executed with the generic **BAWT** procedure `MSysRun`.

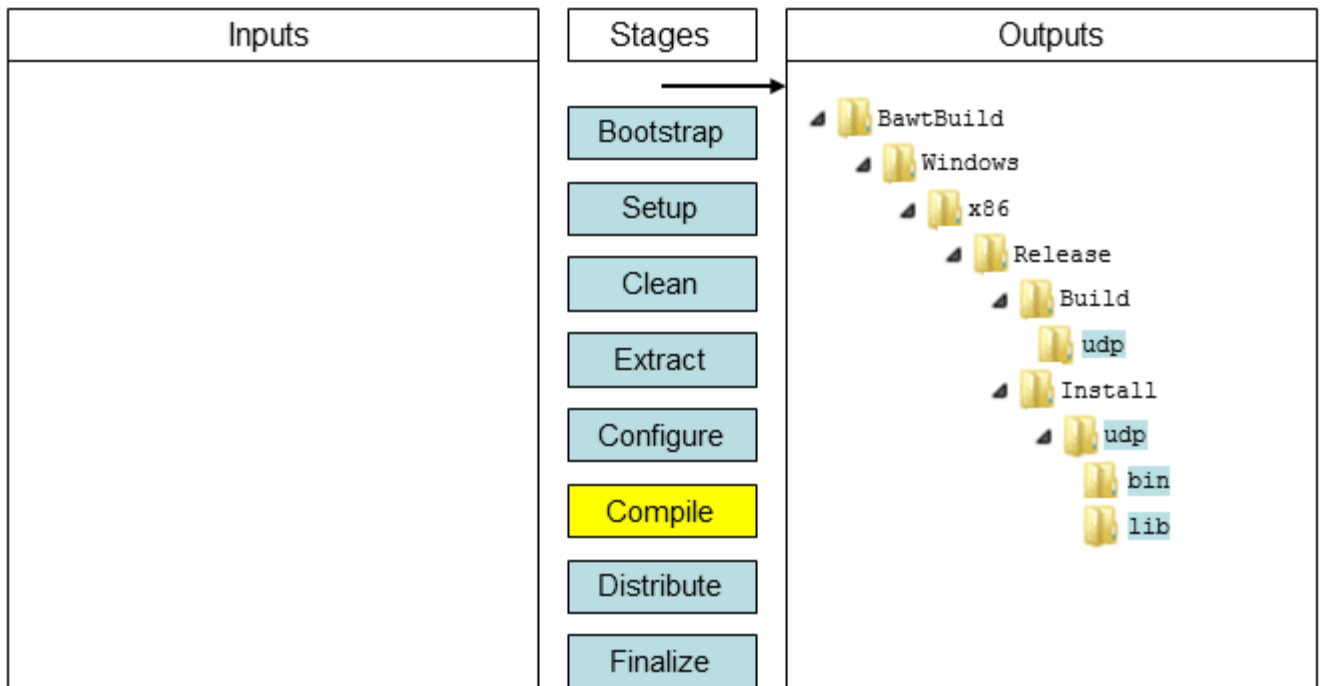
See the miscellaneous build scripts for usage examples.

Command line options influencing this stage:

[`--configure`](#)
[`--architecture`](#)
[`--compiler`](#)
[`--gccversion`](#)
[`--buildtype`](#)
[`--copt`](#)

4.6 Stage Compile

Compile and install library.



In stage `Compile` the library will be compiled and installed.

The following high-level **BAWT** procedures are available for compilation tasks:

- `CMakeBuild` when using the CMake build infrastructure.
- `MSysBuild` when using the Tcl Extension Architecture for Tcl packages.

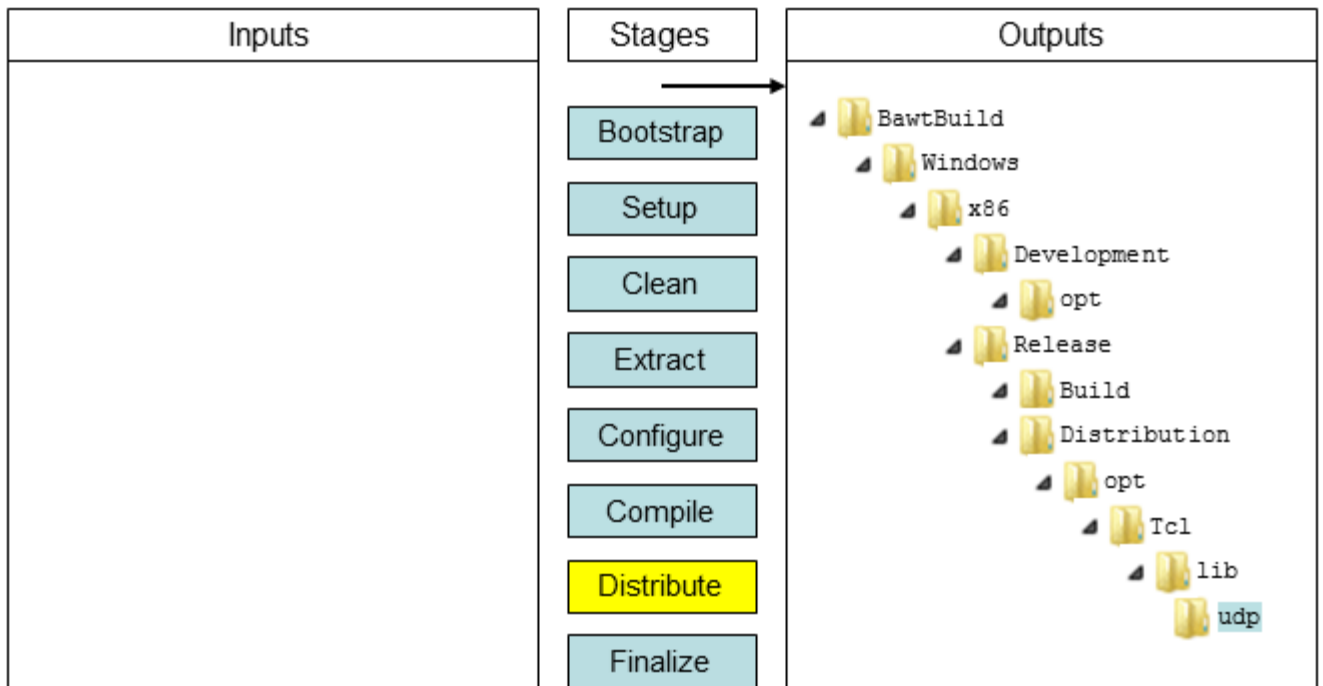
If the build infrastructure does not fit any of the two mentioned above, the compilation command must be built up as a Tcl string and executed with either **BAWT** procedure `MSysRun` or `DosRun`.

Command line options influencing this stage:

[--compile](#)
[--numjobs](#)
[--nostrip](#)
[--noimportlibs](#)

4.7 Stage Distribute

Copy relevant files into developer and user distribution directories.



In stage `Distribute` the library will be copied into the distribution and development directories. The following **BAWT** procedures are typically used for distribution tasks:

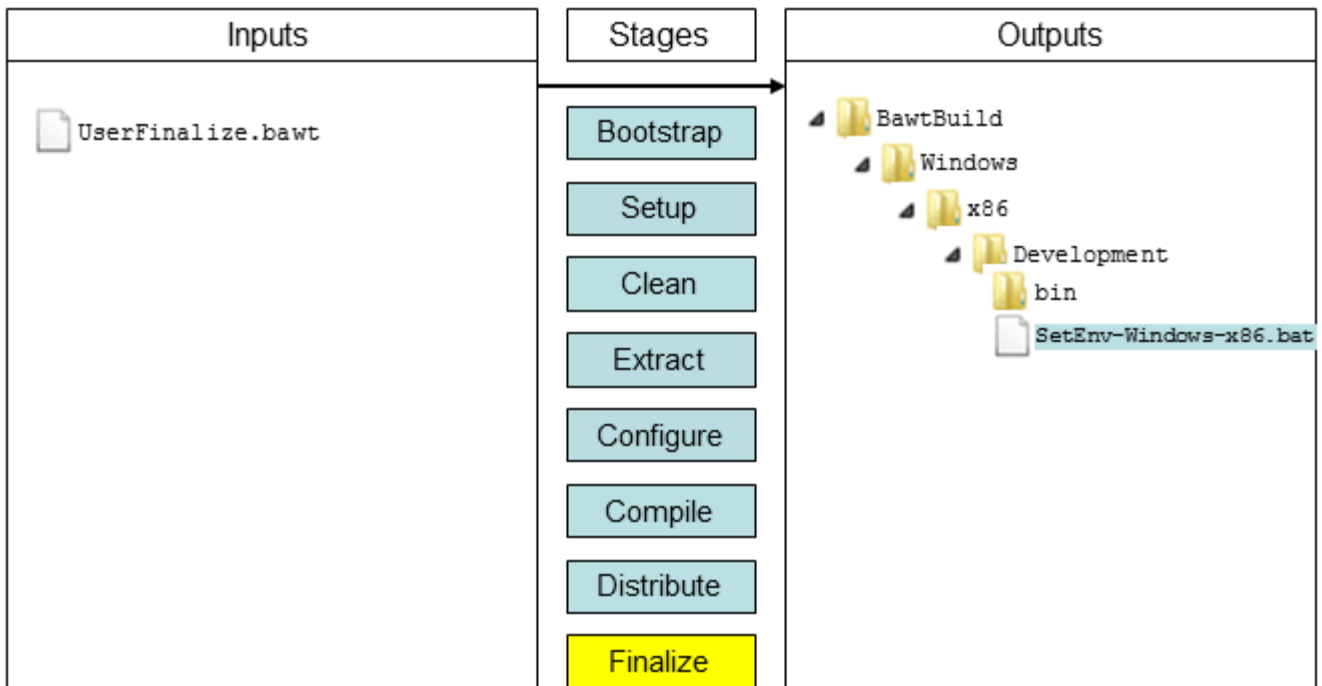
- `SingleFileCopy`
- `MultiFileCopy`
- `LibFileCopy`
- `FileRename`
- `UseTclPkgVersion`
- `IsDebugBuild`
- `IsReleaseBuild`
- `IsWindows`
- `IsLinux`
- `IsDarwin`
- `IsUnix`
- `ErrorAppend`

Command line options influencing this stage:

[`--distribute`](#)
[`--noversion`](#)

4.8 Stage Finalize

Perform final actions, optionally call user supplied `Finalize` procedure and print summary.



The Finalize stage is performed automatically at the end of the build process or can be manually selected with command line option [--finalize](#).

The Finalize stage creates an environment file in the `Development/bin` directory called `SetEnv-*.bat` or `SetEnv-*.sh`. It contains all the environment variables set by the `Env_libName` procedures of the libraries.

If running on Windows with Visual Studio it also copies the appropriate Visual Studio runtime libraries into the `Development/bin` directory. If you do not want to copy these runtime libraries, use command line option [--noruntimelibs](#).

To supply a user defined finalize action to **BAWT**, create a file containing a procedure named `Finalize`. See the file `UserFinalize.tcl` in **BAWT** directory `Setup` as an example.

You can use any standard Tcl procedure or one of the **BAWT** procedures like `Log` or `MultiFileCopy` in the `Finalize` procedure.

To make the file containing your Finalize procedure available for the **BAWT** build process, use command line option [--finalizefile](#).

Command line options influencing this stage:

[--finalize](#)
[--finalizefile](#)
[--noruntimelibs](#)

5 Build Process

This chapter gives insight into the BAWT build process from the perspective of a user of BAWT as well as from the perspective of a developer, who wants to extend BAWT with new libraries.

5.1 User Perspective

As described in the previous chapter a specific stage can be executed with one of the following command line action options. These specific action options are typically only used when integrating a new library into BAWT.

```
--clean      : Clean library specific build and install directories.
--extract    : Extract library source from a ZIP file or a directory.
--configure  : Perform the configure stage of the build process.
--compile    : Perform the compile stage of the build process.
--distribute : Perform the distribution stage of the build process.
--finalize   : Generate environment file and call user supplied Finalize procedure.
```

The following global command line action options are typically used for building or updating the BAWT libraries.

```
--complete  : Perform the following stages in order:
               clean, extract, configure, compile, distribute, finalize.
--update    : Perform necessary stages depending on modification times.
               Note: Global stage finalize is always executed.
--simulate  : Simulate update action without actually building libraries.
--touch     : Set modification times of library build directories to current time.
```

Option `--complete` makes a complete rebuild of the specified libraries, while `--update` checks, which libraries have to be rebuild.

The necessary build stages are determined according to the existence of the library source and *Build* files as well as to the modification times of the corresponding build directories.

It is also checked, if the build of a library has been cancelled or stopped by checking for the existence of a so called *Progress File*, which is created in the *Logs* directory at the start of a library build and deleted after a successful library build.

Additionally a check is performed, if a library is dependent of another library, which has been rebuilt. This recursive dependency checking can be switched off with command line option `--norecursive`.

The `--simulate` option performs the same actions as the `--update` option, but does not build anything. It just prints out, which libraries would be rebuilt, if you would execute the `--update` command line option.

It often happens, that only cosmetic changes are done to a Build file, which would cause this library (and all dependent libraries) to be rebuilt. To avoid rebuilding of these libraries, specify the option `--touch`, which sets the modification times of the build directories to the current date and time.

5.1.1 Use Case: Cosmetic change of Build file CMake.bawt

Due to the amount of dependencies, a change of Build file *CMake.bawt* would cause a lot of libraries to be rebuilt, as the next screenshot of the **BawtLogViewer** shows, when executing a `--simulate` run.

BAWT - Setup File C:/poSoft/Bawt/Setup/AllLibs.bawt

File Help

106 libraries

#	Build-#	Library Name	Version	Build time	Mod. time	Update cause	Stages
1	1	Boost	1.68.0	Simulation mode	2019-05-13 19:05:56		
2	2	CMake	3.14.5	Simulation mode	2019-06-08 14:44:30	Build file newer than build dir	
3	3	Doxygen	1.8.15	Simulation mode	2019-05-13 19:06:36		
4	4	Eigen	3.3.7	Simulation mode	2019-05-13 19:06:52		
5	5	GLEW	2.1.0	Simulation mode	2019-06-08 14:45:59	Recursive dependency on CMake	
6	6	GeographicLib	1.49	Simulation mode	2019-06-08 14:46:55	Recursive dependency on CMake	
7	7	GeographicLib...		Simulation mode	2019-06-08 14:47:11	Recursive dependency on GeographicLib	
8	8	JPEG	9.c	Simulation mode	2019-05-13 19:10:36		
9	9	KDIS	2.9.0	Simulation mode	2019-06-08 14:51:37	Recursive dependency on CMake	
10	10	SDL	2.0.8	Simulation mode	2019-06-08 14:52:26	Recursive dependency on CMake	

Log file C:/BawtBuilds/BawtBuildAll/vs2019/x64/Logs/_BawtBuild.log

```

91: ffmpeg          4.1.3      None
92: mawt            0.2.0      Update
93: poApps          2.4.1      Update
94: tksqlite        0.5.13     None
95: tzint           1.1        Update
96: BawtLogViewer   0.10.0     Update
97: Freetype        2.10.0     Update
98: GL2ps           1.4.0      Update
99: OpenSceneGraph  3.6.3      Update
100: OpenSceneGraphData 3.4.0      Update
101: libgd           2.2.5      Update
102: osgcal          0.2.1      Update
103: osgearth        2.10.1     Update
104: tclgd           1.2        Update
105: FTGL            2.1.3      Update
106: tcl3dFull       0.9.3      Update
-----
Total: 0.05 minutes

```

Auto Update: OFF

To avoid the rebuild of all of these libraries, which may take a lot of time, we execute a `--touch` run. Note the execution of the `DirTouch` procedure of the BAWT framework shown in the text widget in the lower half of the window.

BAWT - Setup File C:/poSoft/Bawt/Setup/AllLibs.bawt

File Help

106 libraries

#	Build-#	Library Name	Version	Build time	Mod. time	Update cause	Stages
1	1	Boost	1.68.0	0.00 minutes	2019-05-13 19:05:56		
2	2	CMake	3.14.5	0.00 minutes	2019-06-08 14:44:30		
3	3	Doxygen	1.8.15	0.00 minutes	2019-05-13 19:06:36		
4	4	Eigen	3.3.7	0.00 minutes	2019-05-13 19:06:52		
5	5	GLEW	2.1.0	0.00 minutes	2019-06-08 14:45:59		
6	6	GeographicLib	1.49	0.00 minutes	2019-06-08 14:46:55		
7	7	GeographicLib...		0.00 minutes	2019-06-08 14:47:11		
8	8	JPEG	9.c	0.00 minutes	2019-05-13 19:10:36		
9	9	KDIS	2.9.0	0.00 minutes	2019-06-08 14:51:37		
10	10	SDL	2.0.8	0.00 minutes	2019-06-08 14:52:26		

Log file C:/BawtBuilds/BawtBuildAll/vs2019/x64/Logs/_BawtBuild.log

```

09:52:15 > Start Boost 1.68.0 (Library #1 of 106)
      Build types : Release
09:52:15 > Build Boost 1.68.0 (Release)
      DirTouch
      Directory: C:/BawtBuilds/BawtBuildAll/vs2019/x64/Release/Build/Boost
09:52:15 > End Boost 1.68.0: 0.00 minutes

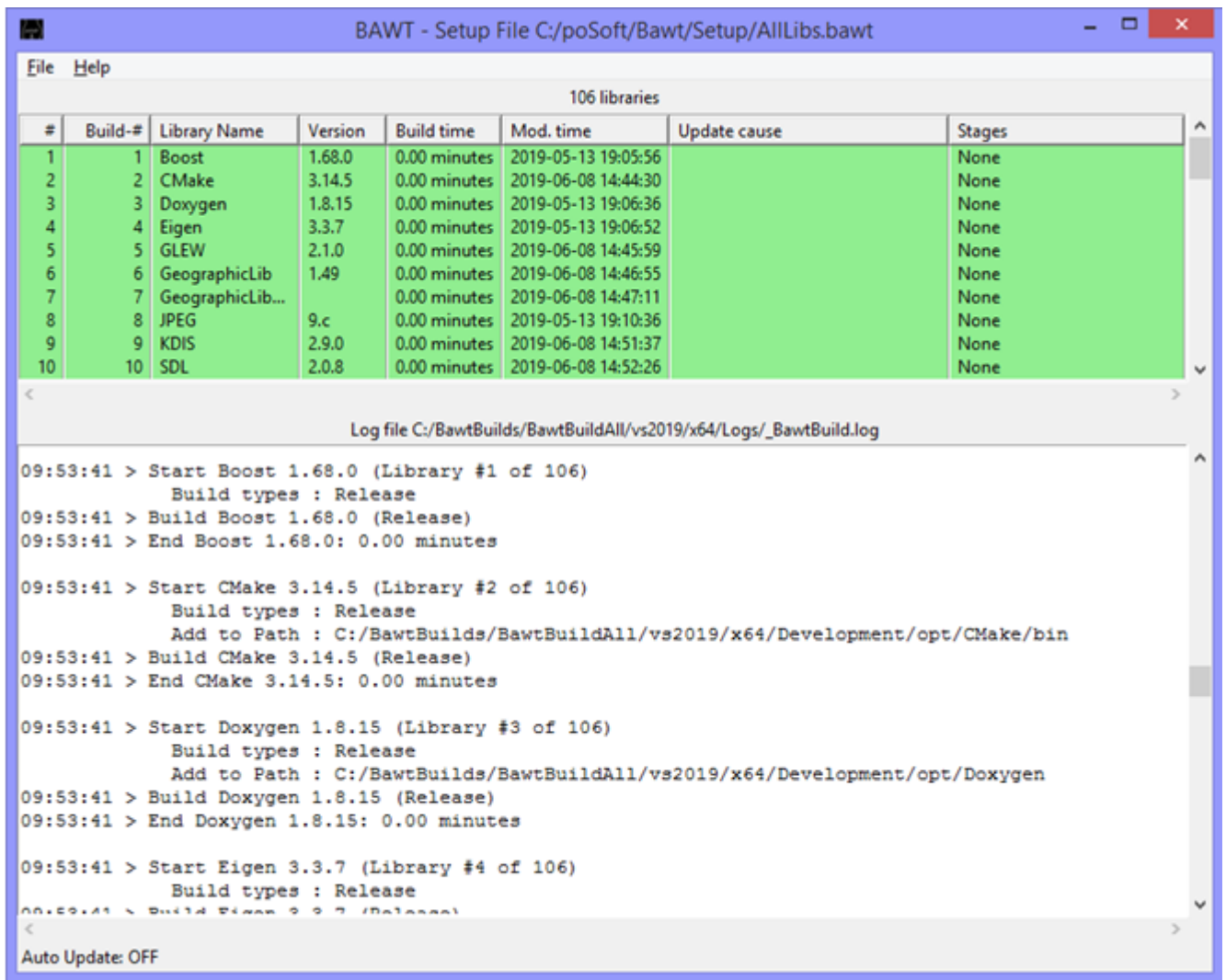
09:52:15 > Start CMake 3.14.5 (Library #2 of 106)
      Build types : Release
      Add to Path : C:/BawtBuilds/BawtBuildAll/vs2019/x64/Development/opt/CMake/bin
09:52:15 > Build CMake 3.14.5 (Release)
      DirTouch
      Directory: C:/BawtBuilds/BawtBuildAll/vs2019/x64/Release/Build/CMake
09:52:15 > End CMake 3.14.5: 0.00 minutes

09:52:15 > Start Doxygen 1.8.15 (Library #3 of 106)
      Build types : Release
      Add to Path : C:/BawtBuilds/BawtBuildAll/vs2019/x64/Development/opt/Doxygen
09:52:15 > Build Doxygen 1.8.15 (Release)

```

Auto Update: OFF

If we now perform an [--update](#) run, none of the libraries are rebuilt.



5.1.2 Compiler selection on Windows

On Linux and Darwin only the gcc compiler suite is supported.

On Windows gcc and Visual Studio are supported. Some packages can be compiled only with gcc or only with Visual Studio. More and more libraries can be compiled with either gcc or Visual Studio.

Starting with version 2.0, **BAWT** supports the notion of primary and secondary compilers on Windows. Which compilers are supported by a build script is indicated with BAWT procedure *SetWinCompilers*.

```
proc Init_tkdnd { libName libVersion } {
    SetScriptAuthor      $libName "Paul Obermeier" "obermeier@tcl3d.org"
    SetLibHomepage       $libName "https://github.com/petasis/tkdnd"
    SetLibDependencies   $libName "CMake" "Tk"
    SetPlatforms         $libName "All"
    SetWinCompilers      $libName "gcc" "vs"
}
```

The above call of *SetWinCompilers* indicates, that the library can be compiled by both Visual Studio and gcc.

To see, which Windows compilers are supported, use the [--wincompilers](#) command line option or look for that information in the corresponding build files.

To determine, which compiler(s) should be used in an actual compilation, there is the possibility to specify the compiler using command line option [--compiler](#).

This option has been extended to not only accept `gcc` or `vs20XX` as arguments, but also a combination of both using a plus sign as separator, ex. `gcc+vs2019`.

If a library does not support the Windows compiler selected when calling BAWT, then that library is excluded from the build. The log file contains a message like the following:

```
15:02:30 > Start Boost 1.58.0 (Library #2 of 137)
          Build types : Release
15:02:30 > End Boost: Excluded from build (Compiler gcc not supported)
```

Behaviour before BAWT version 2.0:

If the chosen Windows compiler is Visual Studio, but the package only supports `gcc`, the `gcc` compiler was automatically chosen as secondary compiler, as the MSYS/MinGW suite is part of BAWT and therefore always available. The other way is not supported, as a Visual Studio compiler may not be available.

The following 3 options of choosing a compiler on Windows were available up to BAWT version 1.3.0.

BAWT 1.3.0	Command line option <code>--compiler</code>	SetWinCompilers		
		gcc	vs	gcc vs
Option 1	Not specified	gcc	Excluded	gcc
Option 2	<code>--compiler gcc</code>	gcc	Excluded	gcc
Option 3	<code>--compiler vs20XX</code>	gcc	vs	vs

Behaviour since BAWT version 2.0:

With BAWT 2.0 two new options have been added, which specify the primary and secondary compiler.

BAWT 2.0.0	Command line option <code>--compiler</code>	SetWinCompilers		
		gcc	vs	gcc vs
Option 1	Not specified	gcc	Excluded	gcc
Option 2	<code>--compiler gcc</code>	gcc	Excluded	gcc
Option 3	<code>--compiler vs20XX</code>	Excluded	vs	vs
Option 4	<code>--compiler gcc+vs20XX</code>	gcc	vs	gcc
Option 5	<code>--compiler vs20XX+gcc</code>	gcc	vs	vs

Options 1 and 2 work the same way as they did in BAWT versions before 2.0. Option 3 now does not compile packages supporting only `gcc`. This behaviour can now be achieved by specifying Option 4 (`vs20XX+gcc`).

To support this new functionality, several incompatible changes had to be implemented:

New procedures	Removed procedures
<i>SetCompilerVersions</i>	<i>GetVSCompilerVersionNumber</i>
<i>GetCompilerVersions</i>	<i>IsVSCompilerNewer</i>
<i>UseVisualStudio</i>	<i>IsVSCompiler</i>
<i>GetVisualStudioVersion</i>	<i>SetForceVSCompiler</i>
<i>NeedDll2Lib</i>	<i>ForceVSCompiler</i>

Procedure *GetCompilerVersion* now has a changed and extended signature.

Compilation of **Tcl/Tk** and all supported Tcl packages (everything included in *Setup* files *Tcl_Basic.bawt* and *Tcl_Extended.bawt*) is possible without using Visual Studio with the exception of building Visual

Studio compatible Tcl and Tk stub libraries. Those stub libraries can only be compiled using Visual Studio.

To generate Visual Studio compatible Tcl and Tk import libraries (*.lib) the **BAWT** procedure `Dll2Lib` is used. It creates the import library from the DLL by using the **link.exe** program, which is part of Visual Studio.

If Visual Studio is not available, a warning message like the following is issued:

```
Warning > Dll2Lib tk86.lib: Creating import libraries needs VisualStudio
```

To avoid these warnings, add command line option `--noimportlibs`, if Visual Studio is not available or import libraries are not needed.

5.1.3 Online updates of libraries

If using the online update functionality, it is recommended that the local BAWT version is identical to the remote version on the BAWT server. If the local major or minor version is older than the remote version, a fatal error is generated:

FATAL > Remote major version 2.0.0 different to major local version 1.3.0

If only the patch version differs, a warning is issued.

You are able to download with different local and remote versions by specifying the `--noexit` command line option, but this is not recommend.

To have a consistent set of library versions or if using **BAWT** on a computer without internet connection, use the command line option `--noonline` to avoid checking for updates and automatic downloading of new libraries.

5.1.4 Use the generated libraries

To use the generated libraries there are the following possibilities:

1. Manually copy the appropriate directory.
2. Use the `Finalize` procedure.
3. Create a software distribution setup file

Manually copy the appropriate directories

Copy the appropriate directories from either the *Distribution* or *Development* directory to a suitable location or your computer.

For example, after executing the Setup file `Tcl_Basic.bawt` to generate a **Tcl** distribution for Windows, copy output directory `Development\opt\Tcl` to `C:\Tcl` and set the environment variables `PATH` and `TCLLIBPATH`.

Note, that the entries of the `PATH` variable on Windows are separated by semicolons (;). The entries of variable `TCLLIBPATH` are separated by spaces and directory paths must use slashes (/) instead of backslashes (\).

On Unix the environment variables are typically set in the shell resource file, ex. `.bashrc`:

Use the Finalize procedure

Instead of doing the copy manually, it is easier and faster to do the copying in the Finalize stage. The **BAWT** framework contains a template Finalize file `Setup/UserFinalize.bawt`, which is shown below.

Adapt the installation paths according to your local needs.

```
# Example script for user supplied Finalize procedure.
#
# The procedure copies the generated Tcl distribution
# from the Development folder into a folder specified
# in your Path environment variable.
#
# You have to adapt the installation paths (tclRootDir)
# according to your needs.
#
# To execute the Finalize procedure, the name of this file
# must be specified on the BAWT command line with option
# "--finalizefile".

proc Finalize {} {
    Log "Finalize (User defined)"

    # For safety reasons this is just a dummy mode.
    # Remove the next lines to enable functionality.
    if { 1 } {
        Log "Finalize Dummy mode" 2 false
        return
    }

    if { [IsWindows] } {
        set tclRootDir "C:/opt"
    } elseif { [IsLinux] } {
        set tclRootDir "~/opt"
    } elseif { [IsDarwin] } {
        set tclRootDir "~/opt"
    } else {
        ErrorAppend "Finalize: Cannot determine operating system" "FATAL"
    }

    set tclInstDir [file join $tclRootDir "Tcl"]

    Log "Installing Tcl into $tclInstDir" 2 false
    DirDelete $tclInstDir

    MultiFileCopy [file join [GetOutputDevDir] [GetTclDir]] $tclInstDir "*" true
}
```

Create a software distribution setup file

There are currently two *Build* files to create software distribution setup files:

- *SetupTcl.bawt* to create a **Tcl** Batteries Included software distribution
- *SetupOsg.bawt* to create an **OpenSceneGraph** software distribution

These scripts take all contents of the *Release/Distribution* directory and create a software distribution setup file. This setup file is created with **InnoSetup** for Windows platforms and as a simple, self-extracting shell script for Unix platforms.

The software distribution setup file itself is generated in the *Release/Distribution* directory.

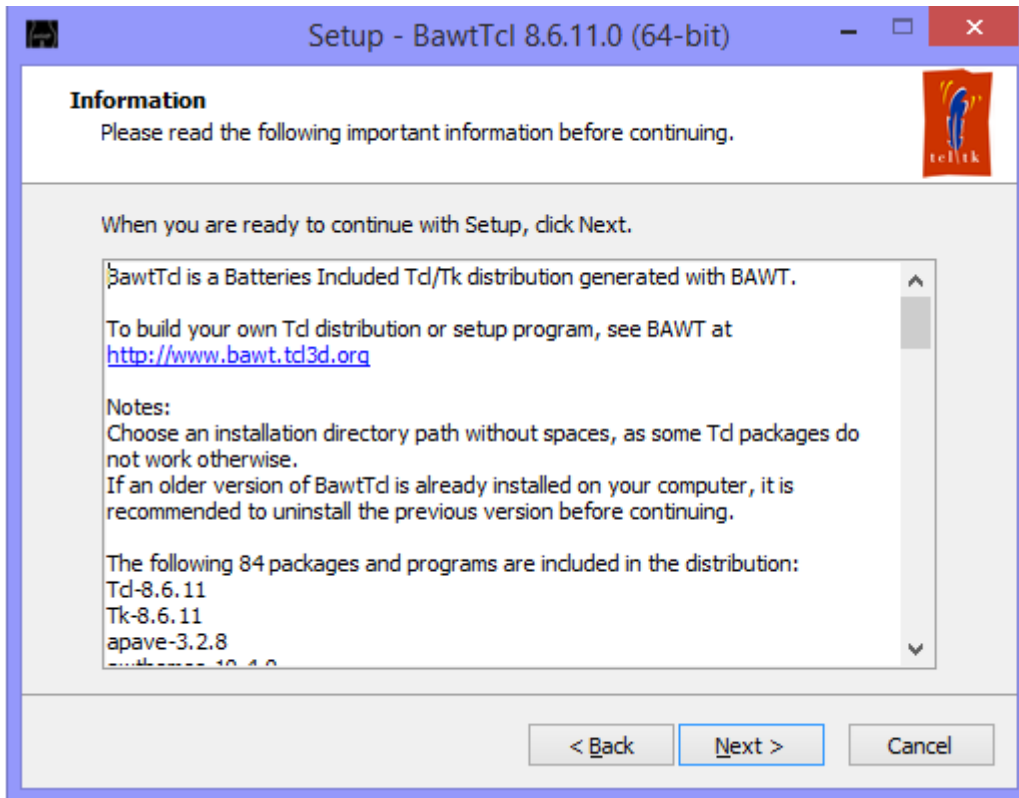
The software distribution setup file name for **Tcl/Tk** has the Tcl version, the architecture and the BAWT version used to build the distribution encoded into the file name.

Example: SetupTcl-BI-8.6.11-x64_Bawt-2.0.0.exe

The software distribution setup file name for **OpenSceneGraph** has the OSG version, the compiler version, the architecture and the BAWT version used to build the distribution encoded into the file name. Example: `SetupOsg-3.4.1-vs2013-x64_Bawt-2.0.0.exe`

In the same directory as the distribution setup files, text files named `SetupTcl-8.6.11.txt` resp. `SetupOsg-3.4.1.txt` are created, which list the contents of the software distribution setup file.

This list is used to display the contents of the **InnoSetup** based distribution setup file, see the following screenshot for an example.



For Unix (Linux and Darwin) a simple shell script based distribution setup file is generated. If called without arguments, a simple usage message is displayed.

```
> ./SetupTcl-BI-8.6.11-x64_Bawt-2.0.0.sh

Usage: SetupTcl-BI-8.6.11-x64_Bawt-2.0.0.sh InstallationDirectory
Install folder Tcl into specified installation directory
```

If called with a not existing installation directory path, an error message is printed onto standard output.

```
> ./SetupTcl-BI-8.6.11-x64_Bawt-2.0.0.sh asdf

Installation directory asdf does not exist.
Check name or create manually.
```

If called with a valid installation directory, the contents are extracted into that directory and a message on how to set the needed environment variables is printed onto standard output.

```
> ./SetupTcl-BI-8.6.11-x64_Bawt-2.0.0.sh ~/bin
Extracting Tcl into /home/obermeier/bin ...

Add the following lines to your shell resource file (ex. ~/.bashrc):
```

```
export PATH="/home/obermeier/bin/Tcl/bin:$PATH"
export TCLLIBPATH="/home/obermeier/bin/Tcl/lib $TCLLIBPATH"
```

5.1.5 Change icons of executables

To change the icon of the generated `tclkits` and `starpacks` as well as the information shown about an executable on Windows (Resource), two command line options exist in the **BAWT** framework:

- [`--iconfile`](#)
- [`--resourcefile`](#)

Use the icon file `poSoft.ico` and resource file `poSoft.rc` supplied by **BAWT** in directory *Resources* as starting point for your adapted ones.

If specifying your own resource file, do not change the name of the icon file in the following line of your resource file:

```
tk ICON DISCARDABLE "tclkit.ico"
```

The name must always be `tclkit.ico`.

If specifying a user supplied icon file with command line option [`--iconfile`](#), the icon file will be copied into the build directory `Tclkit/kbskit/win` and renamed to `tclkit.ico`, so that it is possible to only specify an icon file without specifying a resource file.

Changes to the used icon and resource file are not considered by the BAWT update check process, so if using these options it is necessary to at least rebuild package tclkit and its dependencies.

5.1.6 Parallel builds

All build environments used by BAWT support parallel compilation. The number of parallel build jobs can be specified globally for all libraries with command line option [`--numjobs`](#). Alternatively, the number of parallel build jobs can be restricted for specific libraries as additional parameter `MaxParallel` in the Setup procedure. See chapter [3.2 Setup Files](#) for a description of the Setup procedure and its parameters.

The following libraries consistently produce deadlocks when executed in parallel, so the number of parallel jobs is already limited in the corresponding BAWT Setup files by specifying option `MaxParallel=Windows-gcc:1`.

- CERTI
- gdal
- geos
- PNG
- OpenSceneGraph
- osgcal
- osgearth
- tserialport

Other libraries which occasionally tend to deadlock are the following:

- freeglut
- openjpeg
- SDL

Deadlocks have occurred until now only on Windows using the gcc compiler.

As reference point, the next table shows typical build times on my laptop for libraries needing 2 minutes or more. The laptop is equipped with an Intel QuadCore i7-4700 2.4Ghz with HyperThreading. 8 parallel compile jobs have been used.

Estimated build time	Libraries
~ 2 minutes	ccl libgd libwebp SetupTcl xz
~ 3 minutes	geos kdis TIFF
~ 4 minutes	SWIG tcltls tcl3dFull
~ 5 minutes	gdal Tclkit Xerces
~ 6 minutes	curl gdal libressl Tcl
~ 7 minutes	boost ffmpeg Img
~ 9 minutes	fftw
~ 25 minutes	osgearth
~ 35 minutes	OpenSceneGraph

5.2 Developer Perspective

5.2.1 Upgrade a library

If you want to use a new version of a library already supported by **BAWT**, chances are high, that the existing build scripts still work with the new version.

So just pack the sources of the new version into a 7z file and edit the corresponding entry in the *Setup* file. Also check the comments of the library build script regarding manual changes to the source code.

If the library is a **Tcl** package, you might get warnings from the **Starpack** build scripts. This indicates, that you will have 2 different versions in the **Tcl** library directory, which might lead to troubles.

The following warnings are issued, when upgrading library tablelist 6.10 to tablelist 6.11:

```
MakeStarpack: Found more than 1 package with prefix tablelist*:
  TclBasic-8.6.11/vs2013/x64/Development/opt/Tcl/lib/tablelist6.10
  TclBasic-8.6.11/vs2013/x64/Development/opt/Tcl/lib/tablelist6.11
```

So, when upgrading one or more libraries, you should either remove the development and distribution directories and do a fresh rebuild. The other possibility is to search for the directories of the old version (*tablelist6.10* in the above example) and just remove these directories from the development and distribution directory.

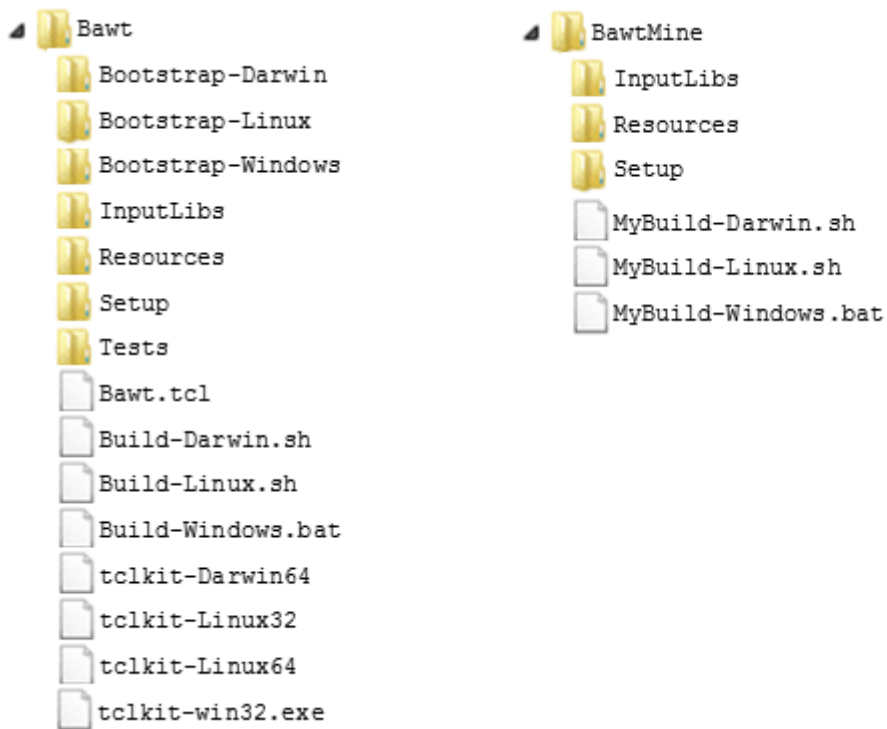
Another option is to use command line option [--noversion](#), which strips the version number from the names of Tcl package directories.

5.2.2 Add a library

Library sources should be specified either as a directory named *\$libName-\$libVersion* or as a compressed file named *\$libName-\$libVersion.7z*.

libName must not contain a "-" character, because this character is used to separate the library name from the version string.

It is easily possible to extend the libraries compiled by **BAWT** with COTS software, ex. company specific libraries. One possibility is to just add these libraries into the *InputLibs* directory of the standard **BAWT** distribution. The better solution is to create a separate directory (ex. *BawtMine*), which holds your libraries in a similar structure like **BAWT** does. In this directory you create adapted versions of the batch scripts (ex. *MyBuild-Windows.bat*) and add *Setup* files, which reference your libraries as well as libraries of the standard BAWT distribution.



If you want to use a library, which is currently under development, it is possible to add the directory containing the local checkout of the library.

The following example shows the *Setup* file *mawtSvn.bawt* used to compile the current version of **MAWT** from my local SVN checkout.

```

Include "Tools.bawt"
Include "BasicLibs.bawt"
Include "Tcl_Basic.bawt"

if { [IsWindows] } {
    set dirName C:/poSoft/Mawt
} elseif { [IsLinux] } {
    set dirName /home/obermeier/poSoft/Mawt
} else {
    set dirName /Users/obermeier/poSoft/Mawt
}

Setup mawt $dirName mawt.bawt Version=0.4.0

```

Note, that the checkout directory typically has no version number in it, so the version number is specified as optional argument of the Setup procedure.

5.2.3 Add a Tcl program

Adding a Tcl program is similar to adding a library, i.e. the sources must be supplied as a compressed file as well as a corresponding *Build* script.

The Tcl program will be created as a stargpack, i.e. a standalone executable containing the Tcl interpreter (tclkit), the program scripts as well as needed Tcl packages.

To ease the generation of stargpacks, the BAWT framework offers procedures *MakeStargpackTcl* and *MakeStargpackTk* for this purpose. Use *MakeStargpackTcl*, if you want to create a console program, and *MakeStargpackTk*, if you want to create a program with a graphical Tk user interface.


```
proc MakeStarpackTcl { appScript appName starpackName buildDir args }
```

<i>appScript</i>	Full path to the startup script of the Tcl program.
<i>appName</i>	The name of the application. Typically <code>\$libName</code> .
<i>starpackName</i>	The name of the starpack executable. Typically <code>\$libName[GetExeSuffix]</code> .
<i>buildDir</i>	The name of the output directory. Typically <code>\$instDir</code> .
<i>args</i>	A list of files and directories to be included in the starpack. The path names of the files and directories must be absolute pathes. The files of the Tcl program are typically located in <code>\$buildDir</code> . Needed Tcl packages are located in <code>[GetDevTclLibDir]</code> .

Example Build files using these procedures are:

- *BawtLogViewer.bawt*
- *gorilla.bawt*
- *poApps.bawt*
- *tclssg.bawt*
- *tksqlite.bawt*

The signature of procedure `MakeStarpackTk` is identical to procedure `MakeStarpackTcl`.

A starpack on Darwin is a directory using the extension `.app`.

5.2.4 Manually compile a library

To configure and compile a library, the **BAWT** framework uses shell (`*.sh`) or batch files (`*.bat`). These batch files are created in the *Configure* and *Compile* phases and stored in the *Build* directory (or a suitable subdirectory like eg. *win*) of the library.

You can use these batch files to configure or compile a library manually. This is especially useful while developing the build file for a new **BAWT** library.

Before running one of the shell or batch files on the command line, you have to remove the last line of the script containing the `exit` command or replace the `exit` command with an `echo` command.

You can easily open a library specific DOS or MSys shell window via the context menu of the BawtLogViewer, see chapter 6.1 Graphical Log Viewer.

The first part of the file name defines the configure and compile environment and corresponds to the general **BAWT** procedures for executing commands with the same name:

_Bawt_DosRun:

- The commands will be executed in a standard Windows command line environment.
- If running the command manually on Windows, it must be executed from a DOS command shell.
- Example: `> _Bawt_DosRun_CMakeBuild.bat`

_Bawt_MSysRun:

- The commands will be executed in the MSYS/MinGW environment or a standard shell environment on Unix systems.
- If running the command manually on Windows, it must be executed from a MSYS/MinGW shell.
- Note, that on Unix systems all files are prefixed with `_Bawt_MSys`.
- Example: `> sh _Bawt_MSysRun_MSysBuild.bat`

The second part specifies the caller of the *DosRun* or *MSysRun* command. This is typically one of the following standard BAWT procedures:

- `NMakeBuild`

- MsBuild
- CMakeConfig
- CMakeBuild
- MSysConfig
- TeaConfig
- MSysBuild

For libraries, which cannot be built with one of the above standard procedures, it is common usage to specify the caller in the form:

- `_Bawt_LibName_Configure`
- `_Bawt_LibName_Compile`

One example is the Boost library, which has special configure and compile commands:

- `_Bawt_DosRun_Boost_Configure.bat`
- `_Bawt_DosRun_Boost_Compile.bat`

When using NMakeBuild or MsBuild, there is no need to specify commands for the configuration phase.

- `_Bawt_DosRun_MsBuild.bat`
- `_Bawt_DosRun_NMakeBuild.bat`

All other commands typically come in pairs, so you will see the following combination of configure and compile batch scripts:

- `_Bawt_DosRun_CMakeConfig.bat`
- `_Bawt_DosRun_CMakeBuild.bat`
- `_Bawt_MSysRun_TeaConfig.bat`
- `_Bawt_MSysRun_MSysBuild.bat`
- `_Bawt_MSysRun_MSysConfig.bat`
- `_Bawt_MSysRun_MSysBuild.bat`
- `_Bawt_MSysRun_CMakeBuild.bat`
- `_Bawt_MSysRun_CMakeConfig.bat`

5.3 Known issues

5.3.1 Build deadlock

Problem:

The build process does not continue with specific libraries.

Workaround or solution:

This is due to errors in the build infrastructure of the corresponding library in conjunction with parallel builds. See chapter [5.1.6 Parallel builds](#) for details.

5.3.2 BawtLogViewer shows incorrect build time

Problem:

If the build of a library starts before midnight and extends over midnight, the build time of this package will be negative in the BawtLogViewer table display, as the log file only stores time values as HH:MM:SS.

Workaround or solution:

None.

5.3.3 Package SWIG

Problem:

SWIG build fails occasionally on Windows due to problems renaming files. This behavior was noticed on systems running Sophos AntiVirus only.

Workaround or solution:

No real solution, other than retrying the build until it succeeds.

5.3.4 Package Trf

Problem:

The CRC module of Tcl package `Trf` crashes when compiled in x86 mode on Windows.

Workaround or solution:

None.

5.3.5 Package tcllib/crc32

Problem:

The `crc32` module of Tcl package `tcllib` crashes when compiled in x86 mode on Windows.

Workaround or solution:

The crash is not the fault of module `crc32` itself, but of the CRC module of package `Trf`, which gets called, if the `Trf` extension is available.

Either remove package `Trf` or remove loading of accelerator `trf` in file `crc32.tcl`

```
foreach e {trf critcl} {
    if {[LoadAccelerator $e]} break
}
```

5.4 Tips and Tricks

5.4.1 Tips for Windows

Check generated library

To check the architecture of a generated dynamic library, execute the following command in a Visual Studio developer command prompt:

```
> dumpbin /headers XXX.dll | more
```

The architecture of the library is contained in the file header section of the output:

```
FILE HEADER VALUES
      machine (x64)
```

5.4.2 Tips for Linux

Check generated library

To check, if a library has been stripped, the commands `nm` or `file` can be used. To check the architecture of a generated library, the command `file` can be used.

A library built for Release should have no symbols and thus should generate the following outputs:

```
> nm libjpeg.so.9.1.0
nm: libjpeg.so.9.1.0: no symbols

> file libjpeg.so.9.1.0
libjpeg.so.9.1.0: ELF 32-bit LSB shared object, Intel 80386, version 1 (SYSV),
dynamically linked, stripped
```

A Debug build should have symbols and thus should generate the following outputs:

```
> nm libjpeg.so.9.1.0 | more
0002ffa0 r aanscalefactor.4133
0002fa60 r aanscalefactor.4178
0002ffe0 r aanscales.4125

> file libjpeg.so.9.1.0
libjpeg.so.9.1.0: ELF 32-bit LSB shared object, Intel 80386, version 1 (SYSV),
dynamically linked, not stripped
```

5.5 Advanced Batch Scripts

This section contains example batch scripts to generate Batteries Included **Tcl** distributions and to test the **BAWT** libraries with different Visual Studio versions.

5.5.1 Build different Tcl versions

The following batch scripts can be used to create the Tcl-BI distributions for all supported **Tcl** versions. A separate directory (*BawtBuild-X.Y.Z*) is created for each Tcl version containing both the x86 and x64 versions.

The needed MSYS/MinGW versions are located in directory *BawtBuildTools* (using option [--toolsdir](#)) to avoid extracting these for each Tcl version.

Batch script *UpdateTclVersion.bat*

```
@echo off

rem Architecture, Tcl version and Finalize flag are mandatory parameters
if "%1" == "" goto ERROR
if "%2" == "" goto ERROR
if "%3" == "" goto ERROR

set ARCH=%1
set TCLVERS=%2
set FINALIZE=%3
shift
shift
shift

rem If no target is given, use target "all".
if "%1"==" " goto BUILLDALL

rem Loop through the rest of the parameter list for targets.
set TARGETS=
:PARAMLOOP
rem There is a trailing space in the next line. It's there for formatting.
set TARGETS=%TARGETS%%1
shift
```

```

if not "%1"==" " goto PARAMLOOP
goto BUILD

:BUILDALL
set TARGETS=all

:BUILD

set SETUPFILE=Setup\Tcl_Distribution.bawt
set FINALIZEFILE=Setup\UserFinalize.bawt
set OUTROOTDIR=C:/BawtBuild-%TCLVERS%
set TOOLSDIR=C:/BawtBuildTools
set CCVERS=gcc+vs2013
set TCLKIT=tclkit-win32.exe
set NUMJOBS=%NUMBER_OF_PROCESSORS%
set ACTION=--update

set BAWTOPTS=--rootdir %OUTROOTDIR% ^
             --toolsdir %TOOLSDIR% ^
             --architecture %ARCH% ^
             --compiler %CCVERS% ^
             --numjobs %NUMJOBS% ^
             --noonline ^
             --iconfile poSoft.ico ^
             --resourcefile poSoft.rc ^
             --tclversion %TCLVERS% ^
             --copt SetupTcl "Tag=-BI"

set FINALIZEOPT=
if "%FINALIZE%"=="0" goto NOFINALIZE
set FINALIZEOPT=--finalizefile %FINALIZEFILE%
:NOFINALIZE

rem Build all libraries as listed in Setup file.
CALL %TCLKIT% Bawt.tcl %BAWTOPTS% %FINALIZEOPT% %ACTION% %SETUPFILE% %TARGETS%

goto EOF

:ERROR
echo.
echo Usage: %0 Architecture TclVersion UseFinalizeScript [Target1] [TargetN]
echo   Architecture      : x86 x64
echo   TclVersion        : 8.6.5 8.6.6 8.6.7 8.6.8 8.6.10 8.6.11 8.7.a5
echo   UseFinalizeScript : 0 1
echo   Default target    : all
echo.

:EOF

```

You will need to adapt the paths specified in `OUTROOTDIR` and `TOOLSDIR` as well as the used Visual Studio version specified in `VSVERS`.

Batch script `UpdateTclVersions.bat`

```

@echo off

CALL UpdateTclVersion x86 8.7.a5 0
CALL UpdateTclVersion x64 8.7.a5 0

CALL UpdateTclVersion x86 8.6.11 0
CALL UpdateTclVersion x64 8.6.11 0

CALL UpdateTclVersion x86 8.6.10 0
CALL UpdateTclVersion x64 8.6.10 0

```

5.5.2 Build with different Visual Studio versions

The following batch scripts can be used to build all **BAWT** libraries with different Visual Studio versions. The different versions are created in directory *BawtBuild* containing both the x86 and x64 versions. The needed MSYS/MinGW versions are located in directory *BawtBuildTools* (using option [--toolsdir](#)) to avoid extracting these for each Tcl version.

Batch script *UpdateVisualStudioVersion.bat*

```
@echo off

rem Architecture, VisualStudio version and Finalize flag are mandatory parameters
if "%1" == "" goto ERROR
if "%2" == "" goto ERROR
if "%3" == "" goto ERROR

set ARCH=%1
set VSVERS=%2
set FINALIZE=%3
shift
shift
shift

rem If no target is given, use target "all".
if "%1"==" " goto BUILDALL

rem Loop through the rest of the parameter list for targets.
set TARGETS=
:PARAMLOOP
rem There is a trailing space in the next line. It's there for formatting.
set TARGETS=%TARGETS% %1
shift
if not "%1"==" " goto PARAMLOOP
goto BUILD

:BUILDALL
set TARGETS=all

:BUILD

set SETUPFILE=Setup\AllLibs.bawt
set FINALIZEFILE=Setup\UserFinalize.bawt
set OUTROOTDIR=C:/BawtBuild
set TOOLSDIR=C:/BawtBuildTools
set GCCVERS=7.2.0
set TCLVERS=8.6.11
set TCLKIT=tclkit-win32.exe
set NUMJOBS=%NUMBER_OF_PROCESSORS%
set ACTION=--update

set BAWTOPTS=--rootdir %OUTROOTDIR% ^
             --toolsdir %TOOLSDIR% ^
             --architecture %ARCH% ^
             --compiler %VSVERS% ^
             --gccversion %GCCVERS% ^
             --numjobs %NUMJOBS% ^
             --noonline ^
             --tclversion %TCLVERS% ^
             --nostrip

set FINALIZEOPT=
if "%FINALIZE%"=="0" goto NOFINALIZE
set FINALIZEOPT=--finalizefile %FINALIZEFILE%
```

```

:NOFINALIZE

rem Build all libraries as listed in Setup file.
CALL %TCLKIT% Bawt.tcl %BAWTOPTS% %FINALIZEOPT% %ACTION% %SETUPFILE% %TARGETS%

goto EOF

:ERROR
echo.
echo Usage: %0 Architecture TclVersion UseFinalizeScript [Target1] [TargetN]
echo   Architecture      : x86 x64
echo   VisualStudio      : vs2008 vs2010 vs2013 vs2015 vs2017 vs2019 vs2022
echo   UseFinalizeScript: 0 1
echo   Default target    : all
echo.

:EOF

```

You will need to adapt the paths specified in `OUTROOTDIR` and `TOOLS DIR` as well as the used Tcl version specified in `TCLVERS`.

Batch script `UpdateVisualStudioVersions.bat`

```

@echo off

CALL UpdateVisualStudioVersion x86 vs2008+gcc 0
CALL UpdateVisualStudioVersion x86 vs2010+gcc 0
CALL UpdateVisualStudioVersion x86 vs2013+gcc 0
CALL UpdateVisualStudioVersion x64 vs2013+gcc 0
CALL UpdateVisualStudioVersion x86 vs2015+gcc 0
CALL UpdateVisualStudioVersion x64 vs2015+gcc 0
CALL UpdateVisualStudioVersion x86 vs2017+gcc 0
CALL UpdateVisualStudioVersion x64 vs2017+gcc 0
CALL UpdateVisualStudioVersion x86 vs2019+gcc 0
CALL UpdateVisualStudioVersion x64 vs2019+gcc 0

```

Visual Studio Express does not support 64-bit in versions 2008 and 2010.

6 Logging

The *Logs* output directory contains the overall build log file *_BawtBuild.log* as well as the library specific build log files.

Library specific log files contain the output of the configuration and compile process. They also contain the error messages, if the build of a library does not succeed.

The overall log file contains the messages, which are printed onto standard output during the BAWT build process. The amount of log messages can be set by specifying the log level with command line option [--loglevel](#). Level 0 does not produce any log messages, while level 4 produces lots of log messages. The default value for the log level is 3.

Each stage or executed command is prefixed with a time code like shown in the next line:

```
21:35:30 > Build tclcompiler 1.7.1 (Release)
```

If log files of different configurations should be compared, these time codes may be disturbing. BAWT therefore allows to remove the time codes from the log messages by specifying command line option [--nologtime](#).

When rerunning a build, existing log files are renamed by appending *.bak* to the corresponding files before creating the new log files.

To view the build process online in a graphical window, the command line option [--logviewer](#) can be specified. See the next chapter for a detailed description of the graphical log file viewer **BawtLogViewer**.

Logging functionality is realized in namespace `BawtLog`. The most important procedure is `Log`, which may be used in build scripts, too.

Command line options influencing logging:

[--loglevel](#)

[--nologtime](#)

[--logviewer](#)

6.1 Graphical Log Viewer

The **BawtLogViewer** is a separate program to view and analyse the log output of BAWT. It is a Tcl script, which is wrapped as a Starpack and is included as a Windows executable in directory *Bootstrap-Windows*. For other platforms it can be built with BAWT.

The graphical log viewer can either be used to analyse log files after a build process has finished (offline mode) or it can be used to interactively view the build process (online mode). Viewing the log messages online can be done by either using command line option [--logviewer](#) when starting the BAWT build process or by opening the log file *_BawtBuild.log* anytime during the build process.

Log files can be opened by using the `File` menu or by dragging and dropping the icon of the log file onto the **BawtLogViewer** window.

The following figure shows the layout of the log viewer window, which has 2 main parts. In the upper part all libraries of the Setup file are listed in a scrollable table, while in the lower part the log messages of the build process are displayed in a scrollable text widget.

BAWT - Setup file C:/poSoft/Bawt/Setup/Tcl_Distribution.bawt

File Settings Help

Setup contains 107 libraries. Remaining 93 libraries. Remaining estimated build time: 95.28 minutes.

#	Build-#	Library Name	Version	Compiler	Build time	Est. time	Mod. time	Update cause	Stages
7	7	SetupPython			0.00	2.39	2020-12-22 18:42:56		
8	8	Tcl	8.6.11	gcc	0.00	7.69	2020-12-31 14:10:04		
9	9	TclStubs	8.6.11	vs	0.00	1.99	2020-12-31 14:11:43		
10	10	Tcladdressbook	1.2.4					Excluded from build (Darwin only)	
11	11	Tclapplescript	2.2					Excluded from build (Darwin only)	
12	12	Tk	8.6.11	gcc	0.00	1.96	2021-01-11 18:33:55		
13	13	TkStubs	8.6.11	vs	0.00	0.62	2021-01-11 18:34:23		
14	14	Tkhtml	3.0	gcc	0.00	0.57	2021-01-11 18:34:54		
15	15	Tktable	2.11	gcc	0.33	0.58	2021-01-11 20:58:01	Build directory not existent	
16	16	ZLib	1.2.11	gcc		0.15	2020-12-22 18:56:11		

Log file C:/BawtBuilds/TclDistribution/TclDistribution-8.6.11/vs2019/x64/Logs/_BawtBuild.log

```

Build types : Release
20:58:01 > Build TkStubs 8.6.11 (Release)
20:58:01 > End TkStubs 8.6.11: 0.00 minutes

20:58:01 > Start Tkhtml 3.0 (Library #14 of 107)
Build types : Release
20:58:01 > Build Tkhtml 3.0 (Release)
20:58:01 > End Tkhtml 3.0: 0.00 minutes

20:58:01 > Start Tktable 2.11 (Library #15 of 107)
Build types : Release
Update cause: Build directory not existent
20:58:01 > Clean Tktable (Release)
DirDelete
Directory: C:/BawtBuilds/TclDistribution/TclDistribution-8.6.11/vs2019/x64/Release/Build/Tktable
DirDelete
Directory: C:/BawtBuilds/TclDistribution/TclDistribution-8.6.11/vs2019/x64/Release/Install/Tktable
20:58:01 > Build Tktable 2.11 (Release)
DirCreate
Directory: C:/BawtBuilds/TclDistribution/TclDistribution-8.6.11/vs2019/x64/Release/Build/Tktable
DirCreate
Directory: C:/BawtBuilds/TclDistribution/TclDistribution-8.6.11/vs2019/x64/Release/Install/Tktable
20:58:01 > End Tktable 2.11: 0.33 minutes
Auto Update: ON (Library Tktable running since 0.33 minutes. Estimated build time 0.58 minutes)

```

Different row background colors indicate the build status of a library. A green background indicates a successful build of a library, a blue background indicates an excluded library, a yellow background shows the library currently under build and an orange background indicates a library, where the current build time is greater than the estimated build time. See below for an explanation of estimated build times for deadlock detection.

A red text color is displayed for libraries which issued a warning during the build process.

The table can be sorted by any of the columns except the first one, which just shows the row number. For example, you may want to view the libraries sorted by library names instead of the build number. Selecting a table row scrolls to the beginning of the corresponding section in the text widget. The section is also marked with a yellow background.

By double clicking onto a table row, a simple editor window is opened showing the contents of the library specific build log file, see next figure for an example. Your favourite editor may be specified by setting the environment variable `EDITOR`.

```

C:/BawtBuilds/BawtBuildAll/vs2017/x64/Logs/GeographicLib.log
> Start Build_GeographicLib

C:\BawtBuilds\BawtBuildAll\vs2017\x64\Release\Build\GeographicLib>CALL "C:/Program Files (x86)/Microsoft Visual Studio/2017/Community/VC/Auxiliary/Build/vcvarsall.bat" x86_amd64
*****
** Visual Studio 2017 Developer Command Prompt v15.9.12
** Copyright (c) 2017 Microsoft Corporation
*****
[vcvarsall.bat] Environment initialized for: 'x86_x64'
-- The C compiler identification is MSVC 19.16.27031.1
-- The CXX compiler identification is MSVC 19.16.27031.1
-- Check for working C compiler: C:/Program Files (x86)/Microsoft Visual Studio/2017/Community/VC/Tools/MSVC/14.16.27023/bin/Hostx86/x64/cl.exe
-- Check for working C compiler: C:/Program Files (x86)/Microsoft Visual Studio/2017/Community/VC/Tools/MSVC/14.16.27023/bin/Hostx86/x64/cl.exe -- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Detecting C compile features
-- Detecting C compile features - done
-- Check for working CXX compiler: C:/Program Files (x86)/Microsoft Visual Studio/2017/Community/VC/Tools/MSVC/14.16.27023/bin/Hostx86/x64/cl.exe
-- Check for working CXX compiler: C:/Program Files (x86)/Microsoft Visual Studio/2017/Community/VC/Tools/MSVC/14.16.27023/bin/Hostx86/x64/cl.exe -- works

```

Pressing the right mouse button opens a context menu with the following functionalities:

- Open library specific directories in an Explorer window.
- Open library specific Log, Setup or Build file.
- Open library specific DOS or MSYS shell window.

Pressing a key while the table has focus, selects the next library, which has this key as its first letter. Pressing the Return key selects the library currently under build.

Note the following features, which are only available in online mode:

- **BawtLogViewer** starts in *Auto Update* mode, where it reloads the log file every 3 seconds. The *Auto Update* mode is automatically switched off when the end of the build process is detected in the log file or it can be switched on or off by selecting the appropriate entry in the **File** menu.
- When reloading the log file, the table row order is always reset to the library build order.
- The accumulated time of the library currently being built is displayed in the status bar of the viewer window and in the corresponding table cell.
- Column Stages is not filled before the end of the build process, see next figure.

BAWT - Setup file C:/poSoft/Bawt/Setup/Tcl_Distribution.bawt									
File Settings Help									
Setup contains 107 libraries									
#	Build-#	Library Name	Version	Compiler	Build time	Est. time	Mod. time	Update cause	Stages
98	98	puppyicons	0.1		0.00	0.01	2021-01-11 19:05:30	Recursive dependency on Tk	Clean Extract Configure Compile Distribute
99	99	tkcslg	2.2.1		0.18	0.37	2021-01-11 19:05:40	Recursive dependency on Tk	Clean Extract Configure Compile Distribute
100	100	tkchat	1.482		0.02	0.08	2021-01-11 19:05:41	Recursive dependency on Tk	Clean Extract Configure Compile Distribute
101	101	tksqlite	0.5.13		0.11	0.18	2021-01-11 19:05:48	Recursive dependency on Tk	Clean Extract Configure Compile Distribute
102	102	tzint	1.1	gcc	0.00	0.64	2020-12-31 15:10:33		None
103	103	BawtLogViewer	1.3.0		0.11	0.16	2021-01-11 19:05:55	Recursive dependency on Tk	Clean Extract Configure Compile Distribute
104	104	Freetype	2.10.1	gcc	0.00	1.58	2020-12-22 20:16:37		None
105	105	libgd	2.2.5	gcc	0.00	2.41	2020-12-22 20:18:54		None
106	106	tklqd	1.3	gcc	0.00	0.54	2020-12-31 15:11:21		None
107	107	SetupTcl			1.41	3.89	2021-01-11 19:07:19	Recursive dependency on All	Clean Extract Configure Compile Distribute
Log file C:/BawtBuilds/TclDistribution/TclDistribution-8.6.11/vs2019/x64/Logs/_BawtBuild.log									
88:	Trf		2.1.4		0.00 minutes		None		
89:	cawt		2.6.0		0.00 minutes		None		
90:	ffmpeg		4.2.3		0.00 minutes		None		
91:	gorilla		1.6.0		0.10 minutes		Clean Extract Configure Compile Distribute		
92:	imgjp2		0.1		0.51 minutes		Clean Extract Configure Compile Distribute		
93:	materialicons		0.2		0.00 minutes		Clean Extract Configure Compile Distribute		
94:	mawt		0.4.0		0.18 minutes		Clean Extract Configure Compile Distribute		
95:	mentry		3.11		0.01 minutes		Clean Extract Configure Compile Distribute		
96:	oexml		1.5		0.00 minutes		None		
97:	poAppa		2.6.2		0.28 minutes		Clean Extract Configure Compile Distribute		
98:	puppyicons		0.1		0.00 minutes		Clean Extract Configure Compile Distribute		
99:	tkcslg		2.2.1		0.18 minutes		Clean Extract Configure Compile Distribute		
100:	tkchat		1.482		0.02 minutes		Clean Extract Configure Compile Distribute		
101:	tksqlite		0.5.13		0.11 minutes		Clean Extract Configure Compile Distribute		
102:	tzint		1.1		0.00 minutes		None		
103:	BawtLogViewer		1.3.0		0.11 minutes		Clean Extract Configure Compile Distribute		
104:	Freetype		2.10.1		0.00 minutes		None		
105:	libgd		2.2.5		0.00 minutes		None		
106:	tklqd		1.3		0.00 minutes		None		
107:	SetupTcl				1.41 minutes		Clean Extract Configure Compile Distribute		
Total: 35.11 minutes									
Auto Update: OFF									

The program can be used to detect library build deadlocks by comparing the current build time against an estimated build time. To generate estimated build times, at least one BAWT build has to be performed. After loading the corresponding log files, the build times of this run can be saved in the settings file by selecting File menu entry *Save build times*.

These build times are then used as estimated build times in future BAWT builds to compare the current build time of a library against these estimated build times. If the current build time exceeds the estimated time by a specific threshold value (which can be specified in the *Settings* menu), both a visual warning (corresponding row background is set to orange) as well as an acoustic warning (beep) is issued. The acoustic warning can be disabled in the *Settings* menu.

Estimated build times, deadlock parameters and other values like window size and position are stored in the settings files *~/.BawtLogViewer/BawtLogViewer.cfg*.

7 Command Line Options

Calling the **BAWT** framework script with command line option `--help` prints the following help message:

```
Usage: Bawt.tcl [Options] SetupFile LibraryName [LibraryNameN]
```

Start the BAWT automatic library build process.

When using "all" as library name, all libraries specified in the setup file are built.

It is also possible to specify the numbers of the libraries as printed by option "--list" or specify a range of numbers (ex: 2-5).

Note, that at least either a list or build action option must be specified.

7.1 General Options

Option	Description
<code>--help</code>	Print this help message and exit.
<code>--version</code>	Print BAWT version and copyright and exit. Use in combination with <code>--loglevel 0</code> to just print the version number.
<code>--procs</code>	Print all available procedures and exit.
<code>--proc <string></code>	Print documentation of specified procedure and exit.
<code>--loglevel <int></code>	Specify log message verbosity. Choices: 0 - 4. Default: 3.
<code>--nologtime</code>	Do not write time strings with log messages. Default: Write time strings. Use this option when comparing log files to have less differences.
<code>--logviewer</code>	Start graphical log viewer program BawtLogViewer . Only valid, if log level is greater than 1. Default: No.

7.2 List Action Options

Option	Description
<code>--list</code>	Print all available library names and versions and exit.
<code>--platforms</code>	Print library names, versions and supported platforms.
<code>--wincompilers</code>	Print library names, versions and supported Windows compilers.
<code>--authors</code>	Print library names, versions and script authors.
<code>--homepages</code>	Print library names, versions and homepages.
<code>--dependencies</code>	Print library names, versions and dependencies.
<code>--dependency</code>	Print dependencies of specified target libraries.

The list action options may be accumulated to print several library informations at once.

7.3 Build Action Options

Option	Description
<code>--clean</code>	Clean library specific build and install directories.
<code>--extract</code>	Extract library source from a ZIP file or a directory.
<code>--configure</code>	Perform the configure stage of the build process.
<code>--compile</code>	Perform the compile stage of the build process.
<code>--distribute</code>	Perform the distribution stage of the build process.
<code>--finalize</code>	Generate environment file and call user supplied Finalize procedure.

--complete	Perform the following stages in order: clean, extract, configure, compile, distribute, finalize.
--update	Perform necessary stages depending on modification times. Note: Global stage finalize is always executed.
--simulate	Simulate update action without actually building libraries.
--touch	Set modification times of library build directories to current time.

7.4 Build Configuration Options

Option	Description
--architecture <string>	Build for specified processor architecture. Choices: x86 x64. Default: Architecture of the calling tclkit or tclsh.
--compiler <string>	Build with specified compiler version. Choices: gcc vs2008 vs2010 vs2013 vs2015 vs2017 vs2019 vs2022. Specify primary and secondary compiler by adding a plus sign in between. Example: gcc+vs2013. Default: gcc.
--gccversion <string>	Build with specified MinGW gcc version. Windows only. Choices: 4.9.2 5.2.0 7.2.0 8.1.0. Default: 7.2.0.
--msysversion <string>	Build with specified MSYS version. Windows only. Choices: 1 2. Default: Version 2 if available, otherwise version 1.
--tclversion <string>	Build Tcl, Tk and Tclkit for specified version. Choices: 8.6.7 8.6.8 8.6.9 8.6.10 8.6.11 8.7.a5. Default: 8.6.11.
--tkversion <string>	Build Tk and Tclkit for specified version. Choices: 8.6.7 8.6.8 8.6.9 8.6.10 8.6.11 8.7.a5. Default: 8.6.11.
--imgversion <string>	Build Img for specified version. Choices: 1.4.9 1.4.10 1.4.11 1.4.13 1.5.0. Default: 1.4.13.
--osgversion <string>	Build OpenSceneGraph for specified version. Choices: 3.4.1 3.6.4 3.6.5. Default: 3.6.5.
--buildtype <string>	Use specified build type. Choices: Release Debug. Default: Release or as specified in setup file.
--exclude <string>	Force exclusion of build for specified library name.
--wincc <lib> <string>	Use specified Windows compiler, if supported by build script. Choices: gcc vs.
--sdk <lib> <string>	Use specified Microsoft SDK version. To use the SDK version for all libraries, specify "all" as library name.
--copt <lib> <string>	Specify library specific user configuration option.
--user <lib> <string>	Specify library specific user build file.
--url <string>	Specify BAWT download server. Default: http://www.bawt.tcl3d.org/download
--toolsdir <string>	Specify directory containing MSYS/MinGW.
--rootdir <string>	Specify build output root directory. Default: [pwd]
--libdir <string>	Add a directory containing library source and build files.

	This option can be called multiple times and adds the new directory to the beginning of the directory list. Default search list: [file join [pwd] "InputLibs"] [file join [GetInputRootDir] "InputLibs"]
--distdir <string>	Specify distribution root directory. Default: [file join [GetOutputTypeDir] "Distribution"]
--finalizefile <string>	Specify file with user supplied Finalize procedure. Default: None.
--sort <string>	Sort libraries according to specified sorting mode. Choices: dependencies dictionary none. Default: dependencies
--noversion	Do not use version number for Tcl package directories. Default: Library name and version number.
--noexit	Do not exit build process after fatal error, but try to continue. Default: Exit build process after a fatal error.
--noimportlibs	Do not create import libraries on Windows. Default: Create import libraries. Needs VisualStudio.
--noruntimelibs	Do not copy VisualStudio runtime libraries. Default: Copy runtime libraries. Needs VisualStudio.
--nostrip	Do not strip libraries in distribution directory. Default: Strip libraries.
--noonline	Do not check or download from online repository. Default: Use http://www.bawt.tcl3d.org/download
--norecursive	Do not check recursive dependencies. Default: Use recursive dependencies.
--nosubdirs	Do not create compiler and architecture sub directories. Default: Create compiler and architecture sub directories.
--nouserbuilds	Do not consider user build files. Default: Consider user build files named <i>LibraryName_User.bawt</i> .
--iconfile <string>	Use specified icon file for tclkits and starpacks. Default: Standard tclkit icon. Windows only.
--resourcefile <string>	Use specified resource file for tclkits and starpacks. Default: Standard tclkit resource file. Windows only.
--numjobs <int>	Number of parallel compile jobs. Default: 1
--timeout <float>	Number of seconds to try renaming or deleting directories. Default: 30.0

8 Supported Libraries

List of all libraries (using command line option [--platforms](#))

#:	Name	Version	Platforms		
1:	apave	3.2.8	Windows	Linux	Darwin
2:	awthemes	10.4.0	Windows	Linux	Darwin
3:	BawtLogViewer	2.0.0	Windows	Linux	Darwin
4:	Blender	2.82a	Windows		
5:	Boost	1.75.0	Windows	Linux	Darwin
6:	BWidget	1.9.14	Windows	Linux	Darwin
7:	Cal3D	0.120	Windows	Linux	
8:	Canvas3d	1.2.2	Windows	Linux	
9:	cawt	2.8.2	Windows		
10:	ccl	4.0.6	Windows	Linux	
11:	CERTI	3.5.1	Windows	Linux	
12:	CMake	3.19.4	Windows	Linux	Darwin
13:	critcl	3.1.18.1	Windows	Linux	Darwin
14:	curl	7.70.0	Windows	Linux	Darwin
15:	DiffUtil	0.4.1	Windows	Linux	Darwin
16:	DirectXTex	2021_06	Windows		
17:	Doxygen	1.8.15	Windows		
18:	Eigen	3.3.9	Windows	Linux	Darwin
19:	expect	5.45.4	Linux	Darwin	
20:	Ffidl	0.8.0	Windows	Linux	Darwin
21:	ffmpeg	4.2.3	Windows	Linux	Darwin
22:	fftw	3.3.9	Windows	Linux	Darwin
23:	freeglut	3.2.1	Windows	Linux	Darwin
24:	FreeType	2.10.1	Windows	Linux	Darwin
25:	FTGL	2.1.3	Windows	Linux	Darwin
26:	gdal	2.4.4	Windows	Linux	Darwin
27:	gdi	0.9.9.15	Windows		
28:	GeographicLib	1.50.1	Windows	Linux	Darwin
29:	GeographicLibData		Windows	Linux	Darwin
30:	geos	3.7.2	Windows	Linux	Darwin
31:	giflib	5.2.1	Windows	Linux	Darwin
32:	GL2ps	1.4.2	Windows	Linux	Darwin
33:	GLEW	2.2.0	Windows	Linux	Darwin
34:	glfw	3.3.2	Windows	Linux	Darwin
35:	gorilla	1.6.0	Windows	Linux	Darwin
36:	hdc	0.2.0.1	Windows		
37:	Img	1.4.13	Windows	Linux	Darwin
38:	imgjp2	0.1	Windows	Linux	Darwin
39:	imgtools	0.3	Windows	Linux	Darwin
40:	InnoSetup	6.0.5	Windows		
41:	iocp	1.1.0	Windows		
42:	itk	4.1.0	Windows	Linux	Darwin
43:	iwidgets	4.1.1	Windows	Linux	Darwin
44:	jasper	2.0.25	Windows	Linux	Darwin
45:	JPEG	9.d	Windows	Linux	Darwin
46:	KDIS	2.9.0	Windows	Linux	Darwin
47:	libffi	3.2.1	Windows	Linux	Darwin
48:	libgd	2.3.2	Windows	Linux	Darwin
49:	libressl	2.9.2	Windows	Linux	Darwin
50:	libwebp	1.2.0	Windows	Linux	Darwin
51:	materialicons	0.2	Windows	Linux	Darwin
52:	mawt	0.4.0	Windows	Linux	Darwin
53:	memchan	2.3	Windows	Linux	Darwin
54:	mentry	3.13	Windows	Linux	Darwin
55:	Mpexpr	1.2	Windows	Linux	Darwin
56:	mqtt	2.0	Windows	Linux	Darwin
57:	nacl	1.1	Windows	Linux	Darwin
58:	nsf	2.3.0	Windows	Linux	Darwin
59:	ooxml	1.6	Windows	Linux	Darwin
60:	openjpeg	2.4.0	Windows	Linux	Darwin
61:	OpenSceneGraph	3.6.5	Windows	Linux	Darwin
62:	OpenSceneGraphData	3.4.0	Windows	Linux	Darwin
63:	oratl	4.6	Windows	Linux	Darwin

64:	osgcal	0.2.1	Windows	Linux	
65:	osgearth	2.10.1	Windows	Linux	Darwin
66:	parse_args	0.2.2	Windows	Linux	Darwin
67:	pdf4tcl	0.9.2	Windows	Linux	Darwin
68:	pgintcl	3.5.1	Windows	Linux	Darwin
69:	photoresize	0.1	Windows	Linux	Darwin
70:	pkgconfig	0.29.2	Darwin		
71:	PNG	1.6.37	Windows	Linux	Darwin
72:	poApps	2.7.0	Windows	Linux	Darwin
73:	poImg	2.0.2	Windows	Linux	Darwin
74:	printer	0.9.6.15	Windows		
75:	puppyicons	0.1	Windows	Linux	Darwin
76:	Python	3.7.7	Windows		
77:	rbc	0.2	Windows	Linux	
78:	Redistributables		Windows		
79:	rl_json	0.9.11	Windows	Linux	Darwin
80:	ruff	1.2.0	Windows	Linux	Darwin
81:	scrollutil	1.10	Windows	Linux	Darwin
82:	SDL	2.0.8	Windows	Linux	Darwin
83:	SetupOsg		Windows	Linux	Darwin
84:	SetupPython		Windows		
85:	SetupTcl		Windows	Linux	Darwin
86:	shellicon	0.1	Windows		
87:	sqlite3	3.33.0	Windows	Linux	Darwin
88:	SWIG	4.0.2	Windows	Linux	Darwin
89:	tablelist	6.14	Windows	Linux	Darwin
90:	tbcload	1.7	Windows	Linux	Darwin
91:	Tcl	8.6.11	Windows	Linux	Darwin
92:	tcl3dBasic	0.9.4	Windows	Linux	
93:	tcl3dFull	0.9.4	Windows	Linux	
94:	Tcladdressbook	1.2.4	Darwin		
95:	tclAE	2.0.7	Darwin		
96:	Tclapplescript	2.2	Darwin		
97:	tclargp	0.2	Windows	Linux	Darwin
98:	tclcompiler	1.7.1	Windows	Linux	Darwin
99:	tclcsv	2.3	Windows	Linux	Darwin
100:	tclgd	1.4	Windows	Linux	Darwin
101:	Tclkit		Windows	Linux	Darwin
102:	tcllib	1.20	Windows	Linux	Darwin
103:	tclparser	1.8	Windows	Linux	Darwin
104:	tclpy	0.4	Windows	Linux	
105:	tclssg	2.2.1	Windows	Linux	Darwin
106:	TclStubs	8.6.11	Windows		
107:	TclTkManual		Windows	Linux	Darwin
108:	tcltls	1.7.22	Windows	Linux	Darwin
109:	tclvfs	1.4.2	Windows	Linux	Darwin
110:	tclws	3.3.0	Windows	Linux	Darwin
111:	tclx	8.4.4	Windows	Linux	Darwin
112:	tdom	0.9.2	Windows	Linux	Darwin
113:	TIFF	4.1.0	Windows	Linux	Darwin
114:	tinyxml2	8.0.0	Windows	Linux	Darwin
115:	Tix	8.4.3	Windows	Linux	Darwin
116:	Tk	8.6.11	Windows	Linux	Darwin
117:	tkchat	1.482	Windows	Linux	Darwin
118:	tkcon	2.7.2	Windows	Linux	Darwin
119:	tkdnd	2.9.2	Windows	Linux	Darwin
120:	Tkhtml	3.0	Windows	Linux	Darwin
121:	tklib	0.7	Windows	Linux	Darwin
122:	tkpath	0.3.3	Windows	Linux	Darwin
123:	tkribbon	1.1	Windows		
124:	tksqlite	0.5.13	Windows	Linux	Darwin
125:	TkStubs	8.6.11	Windows		
126:	tksvg	0.6	Windows	Linux	Darwin
127:	Tktable	2.11	Windows	Linux	Darwin
128:	tkwintrack	2.0.1	Windows	Linux	
129:	treectrl	2.4.1	Windows	Linux	Darwin
130:	Trf	2.1.4	Windows	Linux	Darwin
131:	trofs	0.4.9	Windows	Linux	Darwin
132:	tserialport	1.1	Windows	Linux	Darwin
133:	twapi	4.5.2	Windows		
134:	tzint	1.1	Windows	Linux	Darwin

135:	udp	1.0.11	Windows Linux Darwin
136:	ukaz	2.0a3	Windows Linux Darwin
137:	vectcl	0.2	Windows Linux Darwin
138:	Vim	8.1.1	Windows
139:	wcb	3.7	Windows Linux Darwin
140:	windetect	1.0.0	Windows Linux
141:	winhelp	1.1	Windows
142:	Xerces	3.2.3	Windows Linux Darwin
143:	xz	5.2.5	Windows Linux Darwin
144:	yasm	1.3.0	Windows
145:	ZLib	1.2.11	Windows Linux Darwin

List of all libraries (using command line option [--dependencies](#))

#:	Name	Version	Dependencies

--			
1:	apave	3.2.8	Tk
2:	awthemes	10.4.0	Tk
3:	BawtLogViewer	2.0.0	Tclkit tablelist tkdnd poApps scrollutil
4:	Blender	2.82a	
5:	Boost	1.75.0	
6:	BWidget	1.9.14	Tk
7:	Cal3D	0.120	CMake freeglut
8:	Canvas3d	1.2.2	Tk
9:	cawt	2.8.2	Tcl twapi
10:	ccl	4.0.6	CMake
11:	CERTI	3.5.1	CMake
12:	CMake	3.19.4	
13:	critcl	3.1.18.1	Tcl
14:	curl	7.70.0	libressl
15:	DiffUtil	0.4.1	Tcl
16:	DirectXTex	2021_06	
17:	Doxygen	1.8.15	
18:	Eigen	3.3.9	
19:	expect	5.45.4	Tcl
20:	Ffidl	0.8.0	Tcl libffi
21:	ffmpeg	4.2.3	yasm
22:	fftw	3.3.9	
23:	freeglut	3.2.1	CMake
24:	Freetype	2.10.1	PNG
25:	FTGL	2.1.3	Freetype
26:	gdal	2.4.4	openjpeg
27:	gdi	0.9.9.15	Tk TkStubs
28:	GeographicLib	1.50.1	CMake
29:	GeographicLibData		GeographicLib
30:	geos	3.7.2	CMake
31:	giflib	5.2.1	
32:	Gl2ps	1.4.2	CMake freeglut PNG ZLib
33:	GLEW	2.2.0	CMake
34:	glfw	3.3.2	CMake
35:	gorilla	1.6.0	Tcl Tclkit
36:	hdc	0.2.0.1	Tk TkStubs
37:	Img	1.4.13	Tk
38:	imgjp2	0.1	Tk openjpeg
39:	imgtools	0.3	Tcl Tk
40:	InnoSetup	6.0.5	
41:	iocp	1.1.0	Tcl
42:	itk	4.1.0	Tk
43:	iwidgets	4.1.1	Tk
44:	jasper	2.0.25	CMake
45:	JPEG	9.d	
46:	KDIS	2.9.0	CMake
47:	libffi	3.2.1	
48:	libgd	2.3.2	ZLib TIFF JPEG PNG libwebp Freetype
49:	libressl	2.9.2	
50:	libwebp	1.2.0	
51:	materialicons	0.2	Tk tdom tksvg
52:	mawt	0.4.0	Tk SWIG CMake Img ffmpeg
53:	memchan	2.3	Tcl
54:	mentry	3.13	Tk wcb
55:	Mpexpr	1.2	Tcl
56:	mqtt	2.0	Tcl
57:	nacl	1.1	Tcl
58:	nsf	2.3.0	Tcl

59:	ooxml	1.6	Tcl tclvfs tdom
60:	openjpeg	2.4.0	CMake
61:	OpenSceneGraph	3.6.5	CMake ZLib TIFF JPEG jasper giflib PNG curl Freetype ffmpeg
62:	OpenSceneGraphData	3.4.0	OpenSceneGraph
63:	oratl	4.6	Tcl
64:	osgcal	0.2.1	Cal3D OpenSceneGraph
65:	osgearth	2.10.1	CMake curl gdal geos OpenSceneGraph
66:	parse_args	0.2.2	Tcl
67:	pdf4tcl	0.9.2	Tk
68:	pgintcl	3.5.1	Tcl
69:	photoresize	0.1	Tcl Tk
70:	pkgconfig	0.29.2	
71:	PNG	1.6.37	CMake ZLib
72:	poApps	2.7.0	Tclkit tcllib tablelist Img tdom poImg cawt twapi tkdnd tksvg
scrollutil			
73:	poImg	2.0.2	Tk
74:	printer	0.9.6.15	Tk TkStubs
75:	puppyicons	0.1	Tk tksvg
76:	Python	3.7.7	
77:	rbc	0.2	Tk
78:	Redistributables		
79:	rl_json	0.9.11	Tcl
80:	ruff	1.2.0	Tcl
81:	scrollutil	1.10	Tk
82:	SDL	2.0.8	CMake
83:	SetupOsg		All
84:	SetupPython		Python
85:	SetupTcl		All
86:	shellicon	0.1	Tk TkStubs
87:	sqlite3	3.33.0	
88:	SWIG	4.0.2	
89:	tablelist	6.14	Tk
90:	tbclload	1.7	Tcl
91:	Tcl	8.6.11	
92:	tcl3dBasic	0.9.4	CMake Tk TkStubs SWIG
93:	tcl3dFull	0.9.4	CMake Tk TkStubs SWIG Freetype FTGL SDL OpenSceneGraph
94:	Tcladdressbook	1.2.4	Tcl
95:	tclAE	2.0.7	Tcl
96:	Tclapplescript	2.2	Tcl
97:	tclargp	0.2	Tcl
98:	tclcompiler	1.7.1	Tcl
99:	tclcsv	2.3	Tcl
100:	tclgd	1.4	Tcl libgd
101:	Tclkit		Tcl Tk
102:	tcllib	1.20	Tcl critcl
103:	tclparser	1.8	Tcl
104:	tclpy	0.4	Tcl Python
105:	tclssg	2.2.1	Tcl Tclkit tcllib
106:	TclStubs	8.6.11	
107:	TclTkManual		Tcl Tk
108:	tcltls	1.7.22	Tcl libressl
109:	tclvfs	1.4.2	Tcl
110:	tclws	3.3.0	Tcl tdom tcllib
111:	tclx	8.4.4	Tcl
112:	tdom	0.9.2	Tcl
113:	TIFF	4.1.0	JPEG ZLib xz
114:	tinyxml2	8.0.0	CMake
115:	Tix	8.4.3	Tk
116:	Tk	8.6.11	Tcl
117:	tkchat	1.482	Tclkit
118:	tkcon	2.7.2	Tk
119:	tkdnd	2.9.2	CMake Tk
120:	Tkhtml	3.0	Tcl Tk
121:	tklib	0.7	Tk
122:	tkpath	0.3.3	Tk
123:	tkribbon	1.1	Tk TkStubs
124:	tksqlite	0.5.13	Tcl Tclkit tablelist Tktable treectrl Img
125:	TkStubs	8.6.11	TclStubs
126:	tksvg	0.6	Tk
127:	Tktable	2.11	Tk
128:	tkwintrack	2.0.1	Tk
129:	treectrl	2.4.1	Tk
130:	Trf	2.1.4	Tcl Zlib
131:	trofs	0.4.9	Tk
132:	tserialport	1.1	Tcl
133:	twapi	4.5.2	Tcl
134:	tzint	1.1	Tcl PNG
135:	udp	1.0.11	Tcl
136:	ukaz	2.0a3	Tk
137:	vectcl	0.2	Tcl

138: Vim	8.1.1	
139: wcb	3.7	Tk
140: windetect	1.0.0	Tk
141: winhelp	1.1	Tcl Tk
142: Xerces	3.2.3	CMake
143: xz	5.2.5	
144: yasm	1.3.0	
145: ZLib	1.2.11	

List of all libraries (using command line option [--authors](#))

#: Name	Version	ScriptAuthor

1: apave	3.2.8	Paul Obermeier
2: awthemes	10.4.0	Paul Obermeier
3: BawtLogViewer	2.0.0	Paul Obermeier
4: Blender	2.82a	Paul Obermeier
5: Boost	1.75.0	Paul Obermeier
6: BWidget	1.9.14	Paul Obermeier
7: Cal3D	0.120	Paul Obermeier
8: Canvas3d	1.2.2	Paul Obermeier
9: cawt	2.8.2	Paul Obermeier
10: ccl	4.0.6	Paul Obermeier
11: CERTI	3.5.1	Paul Obermeier
12: CMake	3.19.4	Paul Obermeier
13: critcl	3.1.18.1	Paul Obermeier
14: curl	7.70.0	Paul Obermeier
15: DiffUtil	0.4.1	Paul Obermeier
16: DirectXTex	2021_06	Paul Obermeier
17: Doxygen	1.8.15	Paul Obermeier
18: Eigen	3.3.9	Paul Obermeier
19: expect	5.45.4	Paul Obermeier
20: Ffidl	0.8.0	Paul Obermeier
21: ffmpeg	4.2.3	Paul Obermeier
22: fftw	3.3.9	Paul Obermeier
23: freeglut	3.2.1	Paul Obermeier
24: Freetype	2.10.1	Paul Obermeier
25: FTGL	2.1.3	Paul Obermeier
26: gdal	2.4.4	Paul Obermeier
27: gdi	0.9.9.15	Paul Obermeier
28: GeographicLib	1.50.1	Paul Obermeier
29: GeographicLibData		Paul Obermeier
30: geos	3.7.2	Paul Obermeier
31: giflib	5.2.1	Paul Obermeier
32: Gl2ps	1.4.2	Paul Obermeier
33: GLEW	2.2.0	Paul Obermeier
34: glfw	3.3.2	Paul Obermeier
35: gorilla	1.6.0	Paul Obermeier
36: hdc	0.2.0.1	Paul Obermeier
37: Img	1.4.13	Paul Obermeier
38: imgjp2	0.1	Paul Obermeier
39: imgtools	0.3	Paul Obermeier
40: InnoSetup	6.0.5	Paul Obermeier
41: iocp	1.1.0	Paul Obermeier
42: itk	4.1.0	Paul Obermeier
43: iwidgets	4.1.1	Paul Obermeier
44: jasper	2.0.25	Paul Obermeier
45: JPEG	9.d	Paul Obermeier
46: KDIS	2.9.0	Paul Obermeier
47: libffi	3.2.1	Paul Obermeier
48: libgd	2.3.2	Alexander Schoepe
49: libressl	2.9.2	Paul Obermeier
50: libwebp	1.2.0	Paul Obermeier
51: materialicons	0.2	Paul Obermeier
52: mawt	0.4.0	Paul Obermeier
53: memchan	2.3	Alexander Schoepe
54: mentry	3.13	Paul Obermeier
55: Mpexpr	1.2	Paul Obermeier
56: mqtt	2.0	Paul Obermeier
57: nacl	1.1	Paul Obermeier

58:	nsf	2.3.0	Paul Obermeier
59:	ooxml	1.6	Paul Obermeier
60:	openjpeg	2.4.0	Paul Obermeier
61:	OpenSceneGraph	3.6.5	Paul Obermeier
62:	OpenSceneGraphData	3.4.0	Paul Obermeier
63:	oratcl	4.6	Alexander Schoepe
64:	osgcal	0.2.1	Paul Obermeier
65:	osgearth	2.10.1	Paul Obermeier
66:	parse_args	0.2.2	Paul Obermeier
67:	pdf4tcl	0.9.2	Paul Obermeier
68:	pgintcl	3.5.1	Paul Obermeier
69:	photoresize	0.1	Paul Obermeier
70:	pkgconfig	0.29.2	Paul Obermeier
71:	PNG	1.6.37	Paul Obermeier
72:	poApps	2.7.0	Paul Obermeier
73:	poImg	2.0.2	Paul Obermeier
74:	printer	0.9.6.15	Paul Obermeier
75:	puppyicons	0.1	Paul Obermeier
76:	Python	3.7.7	Paul Obermeier
77:	rbc	0.2	Alexander Schoepe
78:	Redistributables		Paul Obermeier
79:	rl_json	0.9.11	Paul Obermeier
80:	ruff	1.2.0	Paul Obermeier
81:	scrollutil	1.10	Paul Obermeier
82:	SDL	2.0.8	Paul Obermeier
83:	SetupOsg		Paul Obermeier
84:	SetupPython		Paul Obermeier
85:	SetupTcl		Paul Obermeier
86:	shellicon	0.1	Paul Obermeier
87:	sqlite3	3.33.0	Paul Obermeier
88:	SWIG	4.0.2	Paul Obermeier
89:	tablelist	6.14	Paul Obermeier
90:	tbcloud	1.7	Alexander Schoepe
91:	Tcl	8.6.11	Paul Obermeier
92:	tcl3dBasic	0.9.4	Paul Obermeier
93:	tcl3dFull	0.9.4	Paul Obermeier
94:	Tcladdressbook	1.2.4	Alexander Schoepe
95:	tclAE	2.0.7	Alexander Schoepe
96:	Tclapplescript	2.2	Alexander Schoepe
97:	tclargp	0.2	Paul Obermeier
98:	tclcompiler	1.7.1	Alexander Schoepe
99:	tclcsv	2.3	Paul Obermeier
100:	tclgd	1.4	Alexander Schoepe
101:	Tclkit		Paul Obermeier
102:	tcllib	1.20	Paul Obermeier
103:	tclparser	1.8	Alexander Schoepe
104:	tclpy	0.4	Paul Obermeier
105:	tclssg	2.2.1	Paul Obermeier
106:	TclStubs	8.6.11	Paul Obermeier
107:	TclTkManual		Paul Obermeier
108:	tcltls	1.7.22	Alexander Schoepe
109:	tclvfs	1.4.2	Paul Obermeier
110:	tclws	3.3.0	Paul Obermeier
111:	tclx	8.4.4	Paul Obermeier
112:	tdom	0.9.2	Paul Obermeier
113:	TIFF	4.1.0	Paul Obermeier
114:	tinyxml2	8.0.0	Paul Obermeier
115:	Tix	8.4.3	Paul Obermeier
116:	Tk	8.6.11	Paul Obermeier
117:	tkchat	1.482	Paul Obermeier
118:	tkcon	2.7.2	Paul Obermeier
119:	tkdnd	2.9.2	Paul Obermeier
120:	Tkhtml	3.0	Paul Obermeier
121:	tklib	0.7	Paul Obermeier
122:	tkpath	0.3.3	Paul Obermeier
123:	tkribbon	1.1	Paul Obermeier
124:	tksqlite	0.5.13	Paul Obermeier
125:	TkStubs	8.6.11	Paul Obermeier
126:	tksvg	0.6	Paul Obermeier
127:	Tktable	2.11	Paul Obermeier
128:	tkwintrack	2.0.1	Paul Obermeier

129:	treectrl	2.4.1	Paul Obermeier
130:	Trf	2.1.4	Paul Obermeier
131:	trofs	0.4.9	Paul Obermeier
132:	tserialport	1.1	Alexander Schoepe
133:	twapi	4.5.2	Paul Obermeier
134:	tzint	1.1	Alexander Schoepe
135:	udp	1.0.11	Paul Obermeier
136:	ukaz	2.0a3	Paul Obermeier
137:	vectcl	0.2	Paul Obermeier
138:	Vim	8.1.1	Paul Obermeier
139:	wcb	3.7	Paul Obermeier
140:	windetect	1.0.0	Paul Obermeier
141:	winhelp	1.1	Paul Obermeier
142:	Xerces	3.2.3	Paul Obermeier
143:	xz	5.2.5	Paul Obermeier
144:	yasm	1.3.0	Paul Obermeier
145:	ZLib	1.2.11	Paul Obermeier

List of all libraries (using command line option `--homepages`)

#:	Name	Version	Homepage
1:	apave	3.2.8	https://aplsimple.github.io/en/tcl/pave/index.html
2:	awthemes	10.4.0	https://sourceforge.net/projects/tcl-awthemes/
3:	BawtLogViewer	2.0.0	http://www.bawt.tcl3d.org
4:	Blender	2.82a	https://www.blender.org/
5:	Boost	1.75.0	https://www.boost.org/
6:	BWidget	1.9.14	https://core.tcl-lang.org/bwidget/
7:	Cal3D	0.120	https://github.com/mp3butcher/Cal3D
8:	Canvas3d	1.2.2	http://3dcanvas.tcl-lang.org/
9:	cawt	2.8.2	http://www.cawt.tcl3d.org/
10:	ccl	4.0.6	https://sourceforge.net/projects/cigi/
11:	CERTI	3.5.1	https://savannah.nongnu.org/projects/certi/
12:	CMake	3.19.4	https://www.cmake.org/
13:	critcl	3.1.18.1	http://andreas-kupries.github.com/critcl/
14:	curl	7.70.0	https://curl.haxx.se/libcurl/
15:	DiffUtil	0.4.1	https://github.com/pspjuth/DiffUtilTcl/
16:	DirectXTex	2021_06	https://github.com/microsoft/DirectXTex/
17:	Doxygen	1.8.15	http://www.doxygen.org/
18:	Eigen	3.3.9	http://eigen.tuxfamily.org/
19:	expect	5.45.4	https://sourceforge.net/projects/expect/
20:	Ffidl	0.8.0	https://github.com/prs-de/ffidl
21:	ffmpeg	4.2.3	https://www.ffmpeg.org/
22:	fftw	3.3.9	http://www.fftw.org/
23:	freeglut	3.2.1	https://sourceforge.net/projects/freeglut/
24:	FreeType	2.10.1	http://www.freetype.org/
25:	FTGL	2.1.3	https://sourceforge.net/projects/ftgl/
26:	gdal	2.4.4	https://www.gdal.org/
27:	gdi	0.9.9.15	http://www.schwartzcomputer.com/tcl-tk/tcl-tk.html
28:	GeographicLib	1.50.1	https://geographiclib.sourceforge.io/
29:	GeographicLibData		https://geographiclib.sourceforge.io/
30:	geos	3.7.2	http://trac.osgeo.org/geos/
31:	giflib	5.2.1	http://giflib.sourceforge.net/
32:	Gl2ps	1.4.2	http://www.geuz.org/gl2ps/
33:	GLEW	2.2.0	https://github.com/nigels-com/glew/
34:	glfw	3.3.2	https://www.glfw.org/
35:	gorilla	1.6.0	https://github.com/zdia/gorilla/wiki
36:	hdc	0.2.0.1	http://www.schwartzcomputer.com/tcl-tk/tcl-tk.html
37:	Img	1.4.13	https://sourceforge.net/projects/tkimg/
38:	imgjp2	0.1	https://www.androwish.org/home/dir?name=jni/imgjp2
39:	imgtools	0.3	http://tkimgtools.sourceforge.net/
40:	InnoSetup	6.0.5	http://www.jrsoftware.org/isinfo.php
41:	iocp	1.1.0	https://github.com/apnadkarni/iocp/
42:	itk	4.1.0	https://sourceforge.net/projects/incrtcl/
43:	iwidgets	4.1.1	https://sourceforge.net/projects/incrtcl/
44:	jasper	2.0.25	https://github.com/jasper-software/jasper/
45:	JPEG	9.d	http://www.ijg.org/
46:	KDIS	2.9.0	https://sourceforge.net/projects/kdis/
47:	libffi	3.2.1	https://github.com/libffi/libffi
48:	libgd	2.3.2	https://libgd.github.io
49:	libressl	2.9.2	https://www.libressl.org/
50:	libwebp	1.2.0	https://developers.google.com/speed/webp/
51:	materialicons	0.2	https://www.androwish.org/
52:	mawt	0.4.0	http://www.mawt.tcl3d.org/
53:	memchan	2.3	http://memchan.sourceforge.net/

54:	mentry	3.13	http://www.nemethi.de/
55:	mpexpr	1.2	https://sourceforge.net/projects/mpexpr/
56:	mqtt	2.0	https://chiselapp.com/user/schelte/repository/mqtt/home/
57:	nacl	1.1	https://tcl.sowaswie.de/repos/fossil/nacl/home
58:	nsf	2.3.0	https://next-scripting.org
59:	ooxml	1.6	https://tcl.sowaswie.de/repos/fossil/ooxml/home
60:	openjpeg	2.4.0	http://www.openjpeg.org/
61:	OpenSceneGraph	3.6.5	http://www.openscenegraph.org/
62:	OpenSceneGraphData	3.4.0	http://www.openscenegraph.org/
63:	oratcl	4.6	http://oratcl.sourceforge.net
64:	osgcal	0.2.1	https://sourceforge.net/projects/osgcal/
65:	osgearth	2.10.1	http://osgearth.org/
66:	parse_args	0.2.2	https://github.com/RubyLane/parse_args
67:	pdf4tcl	0.9.2	https://sourceforge.net/projects/pdf4tcl/
68:	pgintcl	3.5.1	https://sourceforge.net/projects/pgintcl/
69:	photoresize	0.1	https://github.com/auriocus/PhotoResize
70:	pkgconfig	0.29.2	https://www.freedesktop.org/wiki/Software/pkg-config/
71:	PNG	1.6.37	http://www.libpng.org/pub/png/
72:	poApps	2.7.0	http://www.poSoft.de/html/poTools.html
73:	poImg	2.0.2	http://www.poSoft.de/
74:	printer	0.9.6.15	http://www.schwartzcomputer.com/tcl-tk/tcl-tk.html
75:	puppyicons	0.1	https://www.androwish.org/
76:	Python	3.7.7	http://www.python.org/
77:	rbc	0.2	http://www.sourceforge.net/projects/rbctoolkit/
78:	Redistributables		https://support.microsoft.com/en-us/kb/2977003
79:	rl_json	0.9.11	https://github.com/RubyLane/rl_json
80:	ruff	1.2.0	https://ruff.magicsplat.com/
81:	scrollutil	1.10	http://www.nemethi.de/
82:	SDL	2.0.8	https://www.libsdl.org/
83:	SetupOsg		http://www.bawt.tcl3d.org/
84:	SetupPython		http://www.bawt.tcl3d.org/
85:	SetupTcl		http://www.bawt.tcl3d.org/
86:	shellicon	0.1	http://wiki.tcl-lang.org/17859
87:	sqlite3	3.33.0	https://www.sqlite.org/
88:	SWIG	4.0.2	http://www.swig.org/
89:	tablelist	6.14	http://www.nemethi.de/
90:	tbcload	1.7	https://github.com/ActiveState/teapot/tree/master/lib/tbcload
91:	Tcl	8.6.11	http://www.tcl-lang.org/
92:	tcl3dBasic	0.9.4	http://www.tcl3d.org/
93:	tcl3dFull	0.9.4	http://www.tcl3d.org/
94:	Tcladdressbook	1.2.4	https://sourceforge.net/projects/tcladdressbook/
95:	tclAE	2.0.7	https://sourceforge.net/projects/tclae/
96:	Tclapplescript	2.2	https://sourceforge.net/projects/tclapplescript/
97:	tclargp	0.2	http://www.chevreux.org/projects_tcl.html
98:	tclcompiler	1.7.1	https://github.com/ActiveState/teapot/tree/master/lib/tclcompiler
99:	tclcsv	2.3	https://sourceforge.net/projects/tclcsv
100:	tclgd	1.4	https://github.com/flightaware/tcl.gd
101:	Tclkit		https://sourceforge.net/projects/kbskit/
102:	tcllib	1.20	https://core.tcl-lang.org/tcllib
103:	tclparser	1.8	https://github.com/flightaware/TclProDebug/tree/master/lib/tclparser
104:	tclpy	0.4	https://github.com/aidanhs/libtclpy
105:	tclssg	2.2.1	https://github.com/tclssg/tclssg
106:	TclStubs	8.6.11	http://www.tcl-lang.org/
107:	TclTkManual		http://www.tcl-lang.org
108:	tcltls	1.7.22	http://core.tcl-lang.org/tcltls/
109:	tclvfs	1.4.2	https://sourceforge.net/projects/tclvfs/
110:	tclws	3.3.0	https://core.tcl-lang.org/tclws/
111:	tclx	8.4.4	https://github.com/flightaware/tclx/
112:	tdom	0.9.2	http://tdom.org/
113:	TIFF	4.1.0	http://www.simplesystems.org/libtiff/
114:	tinyxml2	8.0.0	https://github.com/leethomason/tinyxml2
115:	Tix	8.4.3	http://tix.sourceforge.net/
116:	Tk	8.6.11	http://www.tcl-lang.org/
117:	tkchat	1.482	http://tkchat.tcl-lang.org/
118:	tkcon	2.7.2	https://github.com/wjoye/tkcon/
119:	tkdnd	2.9.2	https://github.com/petasis/tkdnd
120:	Tkhtml	3.0	http://tkhtml.tcl.tk/index.html
121:	tklib	0.7	https://core.tcl-lang.org/tklib
122:	tkpath	0.3.3	http://chiselapp.com/user/rene/repository/tkpath/
123:	tkribbon	1.1	https://github.com/petasis/tkribbon
124:	tksqlite	0.5.13	http://reddog.s35.xrea.com/wiki/TkSQLite.html
125:	TkStubs	8.6.11	http://www.tcl-lang.org/
126:	tksvg	0.6	https://github.com/oehhar/tksvg/
127:	Tktable	2.11	http://tktable.sourceforge.net/
128:	tkwintrack	2.0.1	https://sourceforge.net/projects/tkwintrack/
129:	treectrl	2.4.1	https://sourceforge.net/projects/tktreectrl/
130:	Trf	2.1.4	http://tcltrf.sourceforge.net/
131:	trofs	0.4.9	https://math.nist.gov/~DPorter/tcltk/trofs/
132:	tserialport	1.1	https://tcl.sowaswie.de/repos/fossil/tserialport/home
133:	twapi	4.5.2	https://twapi.magicsplat.com/

134:	tzint	1.1	https://tcl.sowaswie.de/repos/fossil/tzint/home
135:	udp	1.0.11	https://sourceforge.net/projects/tcludp/
136:	ukaz	2.0a3	https://github.com/auriocus/ukaz
137:	vectcl	0.2	http://auriocus.github.io/VecTcl/
138:	Vim	8.1.1	https://www.vim.org/
139:	wcb	3.7	http://www.nemethi.de/
140:	windetect	1.0.0	https://sourceforge.net/projects/tkwintrack/
141:	winhelp	1.1	https://www.androwish.org/index.html/dir?name=undroid/winhelp
142:	Xerces	3.2.3	http://xerces.apache.org/
143:	xz	5.2.5	https://sourceforge.net/projects/lzmautils/
144:	yasm	1.3.0	https://yasm.tortall.net/
145:	ZLib	1.2.11	http://www.zlib.net/

9 MSYS / MinGW Information

This chapter describes the development environments `MSYS` and `MinGW`. These packages provide an environment using the GNU compiler collection (`gcc`) to build typical Open Source projects like **Tcl/Tk** under Windows.

9.1 Introduction

9.1.1 MSYS

Short description from the homepage of MSYS: <http://www.mingw.org/>

MSYS, a contraction of "Minimal SYStem", is a Bourne Shell command line interpreter system. Offered as an alternative to Microsoft's `cmd.exe`, this provides a general purpose command line environment, which is particularly suited to use with MinGW, for porting of many Open Source applications to the MS-Windows platform.

MSYS is a collection of Unix tools for Windows. It contains all tools which are needed for the typical build process using the `configure / make` toolset.

Examples: `autogen`, `cp`, `rm`, `mv`, `mkdir`, `m4`, `make`

MSYS is available as 32-bit version only. This version can be used in conjunction with both the 32-bit and 64-bit version of `MinGW`.

9.1.2 MSYS2

MSYS2 is a newer version of MSYS. It is available from <https://www.msys2.org/>.

Download the newest 32-bit installer and execute it. After installation perform the following commands to update the packages and add additional packages needed for BAWT.

- Start the MSYS2 shell and execute command:

```
> pacman -Syu
```

- Close the MSYS2 shell by closing the window.
- Start the MSYS2 shell again and perform the following commands:

```
> pacman -Su
> pacman -S make
> pacman -S autoconf
> pacman -S pkg-config
```

9.1.3 MinGW

Short description from the homepage of MinGW-w64: <http://sourceforge.net/projects/mingw-w64/>

MinGW, a contraction of "Minimalist GNU for Windows", is a minimalist development environment for native Microsoft Windows applications.

MinGW provides a complete Open Source programming tool set which is suitable for the development of native MS-Windows applications, and which do not depend on any 3rd-party C-Runtime DLLs. (It does depend on a number of DLLs provided by Microsoft themselves, as components of the operating system; most notable among these is MSVCRT.DLL, the Microsoft C runtime library. Additionally, threaded applications must ship with a freely distributable thread support DLL, provided as part of MinGW itself).

MinGW compilers provide access to the functionality of the Microsoft C runtime and some language-specific runtimes. MinGW, being Minimalist, does not, and never will, attempt to provide a POSIX runtime environment for POSIX application deployment on MS-Windows.

MinGW provides the GNU Compiler Collection `gcc` for Windows. The SourceForge project `MinGW-w64` supplies 32-bit and 64-bit versions of `gcc`.

The `MinGW-w64` project also supplies an extended version of `MSYS` (see chapter [9.2 Installation](#) below for details).

9.2 Installation

9.2.1 Download MSYS

Entry page:

<http://sourceforge.net/projects/mingwbuids/files/external-binary-packages/>

File: `msys+7za+wget+svn+git+mercurial+cvs-rev13.7z`

Link:

<http://sourceforge.net/projects/mingwbuids/files/external-binary-packages/msys%2B7za%2Bwget%2Bsvn%2Bgit%2Bmercurial%2Bcvs-rev13.7z/download>

9.2.2 Download MinGW

Entry page for 32-bit version:

<http://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win32/Personal%20Builds/mingw-builds/>

Entry page for 64-bit version:

<http://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win64/Personal%20Builds/mingw-builds/>

32-bit gcc 4.9.2

File: `i686-4.9.2-release-posix-dwarf-rt_v4-rev4.7z`

Link:

http://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win32/Personal%20Builds/mingw-builds/4.9.2/threads-posix/dwarf/i686-4.9.2-release-posix-dwarf-rt_v4-rev4.7z/download

32-bit gcc 5.2.0

File: `i686-5.2.0-release-posix-dwarf-rt_v4-rev0.7z`

Link:

http://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win32/Personal%20Builds/mingw-builds/5.2.0/threads-posix/dwarf/i686-5.2.0-release-posix-dwarf-rt_v4-rev0.7z/download

32-bit gcc 7.2.0

File: *i686-7.2.0-release-posix-dwarf-rt_v5-rev1.7z*

Link:

https://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win32/Personal%20Builds/mingw-builds/7.2.0/threads-posix/dwarf/i686-7.2.0-release-posix-dwarf-rt_v5-rev1.7z/download

32-bit gcc 8.1.0

File: *i686-8.1.0-release-posix-dwarf-rt_v6-rev0.7z*

Link:

https://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win32/Personal%20Builds/mingw-builds/8.1.0/threads-posix/dwarf/i686-8.1.0-release-posix-dwarf-rt_v6-rev0.7z/download

64-bit gcc 4.9.2

File: *x86_64-4.9.2-release-posix-seh-rt_v4-rev4.7z*

Link:

http://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win64/Personal%20Builds/mingw-builds/4.9.2/threads-posix/seh/x86_64-4.9.2-release-posix-seh-rt_v4-rev4.7z/download

64-bit gcc 5.2.0

File: *x86_64-5.2.0-release-posix-seh-rt_v4-rev0.7z*

Link:

http://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win64/Personal%20Builds/mingw-builds/5.2.0/threads-posix/seh/x86_64-5.2.0-release-posix-seh-rt_v4-rev0.7z/download

64-bit gcc 7.2.0

File: *x86_64-7.2.0-release-posix-seh-rt_v5-rev1.7z*

Link:

https://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win64/Personal%20Builds/mingw-builds/7.2.0/threads-posix/seh/x86_64-7.2.0-release-posix-seh-rt_v5-rev1.7z/download

64-bit gcc 8.1.0

File: *x86_64-8.1.0-release-posix-seh-rt_v6-rev0.7z*

Link:

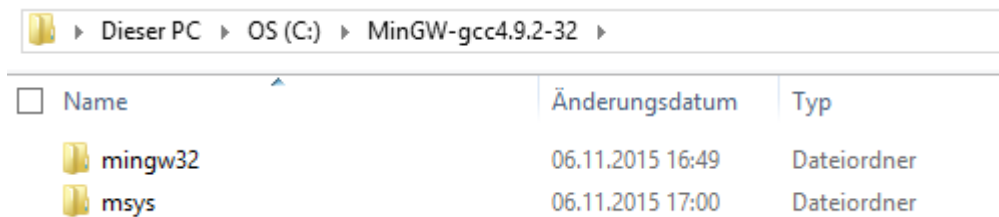
https://sourceforge.net/projects/mingw-w64/files/Toolchains%20targetting%20Win64/Personal%20Builds/mingw-builds/8.1.0/threads-posix/seh/x86_64-8.1.0-release-posix-seh-rt_v6-rev0.7z/download

9.2.3 Extract

The following instructions use the 32-bit version of gcc 4.9.2. Installation is done on drive C: Adapt file and directory names accordingly, when using other versions.

- Create directory `C:\MinGW-gcc4.9.2-32`
- Extract downloaded MinGW file in directory `C:\MinGW-gcc4.9.2-32`
- Extract downloaded MSYS file in directory `C:\MinGW-gcc4.9.2-32`

Your directory structure should now look as follows:



Name	Änderungsdatum	Typ
mingw32	06.11.2015 16:49	Dateiordner
msys	06.11.2015 17:00	Dateiordner

9.2.4 Configuration

Insert the next two lines into file `C:\MinGW-gcc4.9.2-32\msys\etc\fstab`

```
# Win32_Path      Mount_Point
C:/MinGW-gcc4.9.2-32/mingw32  /mingw
```

9.2.5 Test

Start the MSYS Shell by double-clicking onto file `C:\MinGW-gcc4.9.2-32\msys\msys.bat`
You may create a shortcut of `msys.bat` on your desktop for easier access.

9.3 Further Informations

Source: <http://sourceforge.net/p/mingw-w64/wiki2/MSYS/>

9.3.1 What is MSYS

MSYS is a Minimal SYStem, providing several crucial unix utilities under a compatibility layer (the `msys-1.0.dll` file). MSYS should provide everything to make compilation of common GNU software. An outdated [description](#) by the makers themselves.

MSYS provided by the mingw-w64/w32 project

This package is not more than a collection of the 50+ packages provided by mingw.org. It was created as a (huge) convenience to our users, to let them be productive instead of downloading every part separately. The accompanying sources are also provided and can be found in the same download section as mentioned above.

This package is 32-bit, but will run flawlessly on x64 Windows. There will never be a 64-bit native MSYS (is there any need?) because the only compiler capable of building MSYS applications is the outdated gcc 3.4.4, which does not support x64 native Windows targets.

9.3.2 Where to get MSYS

There are three places you can get MSYS:

- The [MinGW project](#), with separate packages of all official MSYS packages. Takes a long time to download and install everything.
- The all-in-one package on the [MinGW-w64 download page](#). It is updated on request (see third option for very up to date collection)
- [MinGW-builds](#) provides an ultra-inclusive MSYS package with a bunch of additional useful stuff.

9.3.3 How to use MSYS

Installing MSYS is quite easy.

- You'll need to download the above package.
- Unzip it somewhere, for example C:\msys so that C:\msys\bin contains (among others) bash.exe.
- Doubleclick (or make a handy shortcut and run that) on C:\msys\msys.bat.
- Type sh /postinstall/pi.sh
- Answer the friendly questions and you're all set up.

Mingw-w64/w32 specifics

When running an autotools configure script, these options will come in handy:

- for a 64-bit build: `--host=x86_64-w64-mingw32`
- for a 32-bit build: `--host=i686-w64-mingw32`

If you are experiencing problems, you can also set `--build` to the same value. Some configure scripts also use `--target` instead of `--host`. Use `configure --help` to get all possible options.

--host, --target, and --build explained

`--host` specifies on what platform/architecture the compiled program is going to run. `--target` specifies the platform/architecture that the program should be configured for and will be compiled for. This should only have effect when building cross-compilers. `--build` specifies the platform/architecture the build process is going to be executed.

10 Release history

The following table gives an overview of the release history of **BAWT**. For detailed release information see the [BAWT homepage](#).

Version	Date	Release notes
0.1.0	2016-06-24	First version introduced at EuroTcl 2016 in Eindhoven.
0.2.0	2016-08-27	Improved build actions. New and updated libraries.
0.3.0	2016-10-23	Improved build actions. New and updated libraries.
0.4.0	2016-12-28	Improved build actions. New and updated libraries.
0.5.0	2017-03-19	Improved build actions. New and updated libraries.
0.6.0	2017-07-20	Improved build actions. New and updated libraries.
0.7.0	2017-08-26	Improved build actions. New and updated libraries.
0.7.1	2017-09-12	Support for Tcl/Tk 8.7.
0.7.2	2017-09-24	Support for Visual Studio 2017.
0.7.3	2018-01-04	Tcl/Tk 8.6.8. New and updated libraries.
0.8.0	2018-07-04	Support for nested Setup files. New and updated libraries.
0.9.0	2018-12-28	Tcl/Tk 8.6.9. New and updated libraries.
0.9.1	2019-03-09	Better support for Debug build mode. New and updated libraries.
1.0.0	2019-06-23	Several incompatible changes. Support for Visual Studio 2019.
1.1.0	2019-12-28	Tcl/Tk 8.6.10. Improved MinGW support for several libraries. New and updated libraries.
1.1.1	2020-01-12	Improved handling of C++ based Tcl extensions.
1.1.2	2020-02-16	Improved BawtLogViewer. New and updated libraries.
1.1.3	2020-03-15	Improved Linux build. Updated libraries.
1.1.4	2020-05-02	Improved MinGW support for several libraries. New and updated libraries.
1.2.0	2020-06-09	Additional MSYS2 support. New and updated libraries.
1.2.1	2020-09-05	Support for Tcl/Tk 8.7a4. New and updated libraries.
1.3.0	2021-01-08	Tcl/Tk 8.6.11. Improved support for Tcl/Tk 8.7.a4. New and updated libraries.
2.0.0	2021-08-22	Support for primary and secondary compiler on Windows. Tcl/Tk 8.7.a5. New and updated libraries.