

Building Striped Horse

Developer Builds

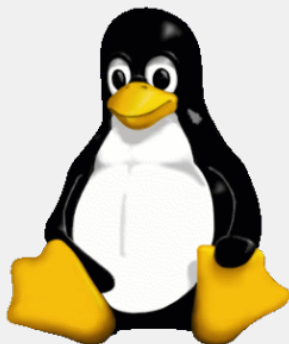
This guide explains the required setup to build Striped Horse.

Prerequisites for macOS

- Xcode 7.0 (with command-line utilities installed)
- macOS 10.12
- autoconf v2.69 (**not include on macOS by default**)

Building for macOS

1. Run `"autoreconf -fiv"`
2. If building the full driver (PDF to XPS to TPCL), run `". /configure --enable-full"`, otherwise, just run `". /configure"`.
3. Run `"make"`
4. If successful, run `"make test"`



Prerequisites for Linux

Install or compile the following packages/libraries on the build machine. At the moment, packaging can only occur on Debian systems (because of lintian).

- Compliant C++17 compiler (gcc 8.2, clang 3.3)
- Debian-style:
 - libcups-dev
 - libusb-1.0.0-dev
 - libxml2-dev
 - zlib1g-dev
 - build-essential
 - fakeroot
- Red Hat-style:
 - cups-devel
 - libusb1.0-devel
 - libxml2-devel
 - zlib-devel
 - libatomic
 - libatomic-static
 - libstdc++-static
 - make
- [fpm](#) (effing package management)

Building for Linux

1. Run `"autoreconf -fiv"`
2. If building the full driver (PDF to XPS to TPCL), run `". /configure --enable-full"`, otherwise, just run `". /configure"`.
3. Run `"make"`
4. If successful, run `"make test"`



Prerequisites for Windows

Install the following software on Windows and make sure that the PATH variable points to this software:

- [GNU make](#)
- Visual Studio 2017

Building for Windows

At the moment, only **32-bit** is supported because only 32-bit prebuilt binaries for libxml exist. Building the full driver mode (PDF to XPS to TPCL) is the only supported build.

1. Open the "Developer Command Prompt for VS2017" from the Start Menu
2. `set ARCH=i386`
3. Run "make"
4. If successful, run "make test"