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Introduction

There are several ways to compile/build Cheddar tools on Linux/windows boxes :

- Through the command line.
- With the Gnat IDE : GPS.

For other operating systems, Ellidiss Technologies shall be contacted.

Additional Software

The following software are needed :

- GNAT compiler GPL (see [AdaCore web site](#)). Note : the 2015 version works with the corresponding version of gtkada, the 2017 do not. For non graphic tools, the 2017 should work.
- Use the current gtkAda files in lib directory or download the corresponding GNAT compiler version (see [AdaCore web site](#)).
- For windows, get the cygwin ([Cygwin web site](#)) or msys2 ([Msys2 web site](#)) environment.
- a svn client is necessary. The default one is fine for linux and tortoiseSVN can be tortoiseSVN ([Tortoise SVN web site](#)) used for windows.

Building Instructions

Step 1 Environment variables

Set the environment variables :

- edit the compilelinux32.bash, compilelinux64.bash or compilewin32.bash (depending on your OS) and fill the correct CHEDDAR_DIR, GNAT_DIR and SVN_PATH (win32)
- then source the script through a terminal (e.g. bash for linux or cygwin/msys2 for windows).

Step 2 Edit Files

If necessary, edit the following files :

- read and update the *config/*.ads* packages. These Ada packages contain all Cheddar's configurable constants.
- the Makefile.vars to set the build type (Release or Debug) and cheddar version.

Step 3 Command line

In a terminal execute the following commands :

- Type *make cheddar* to compile Cheddar

Or

- Type *make all* in the terminal to compile all Cheddar tools.

Note 1 : check the Makefile to see all target available. Note 2 : if you want to remove all objects created during Cheddar compilation, type *make clean*.

Step3 GPS

In the terminal, launch gps :

- Open GPS cheddar project. In the menu, select Project->Open and select the cheddar.gpr file (cheddar.gpr file in Cheddar source code *trunk* directory).
- The build it. In the menu, select Build->Project->Cheddar.gpr

Installation Instructions

If the compilation succeed, Cheddar tools binaries can be found in the *src* directory.

- On Unix boxes : TODO.
- On Win32 boxes : copy *cheddar.exe*, the *glade files* (in *src/graphical_editor*) and the *libgdk-win32-2.0-0.dll* and *libgtk-win32-2.0-0* files from *lib/win32/GtkAda/bin* directory in the **Same** installation directory (eg. *C:\Cheddar*).

Contact Us

Feel free to contact us if you have any compilation problems via [Cheddar mailing list](#).

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