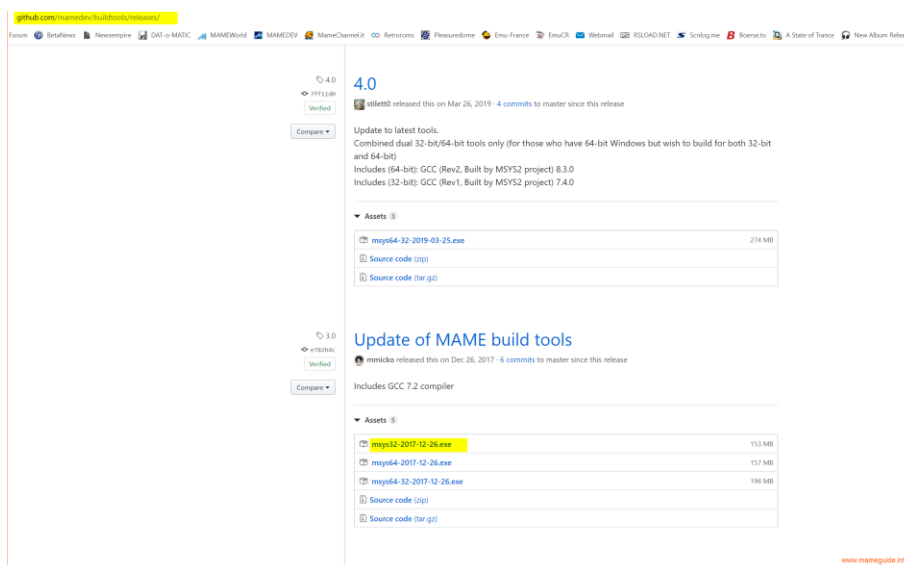


Script for compiling 32-bit versions

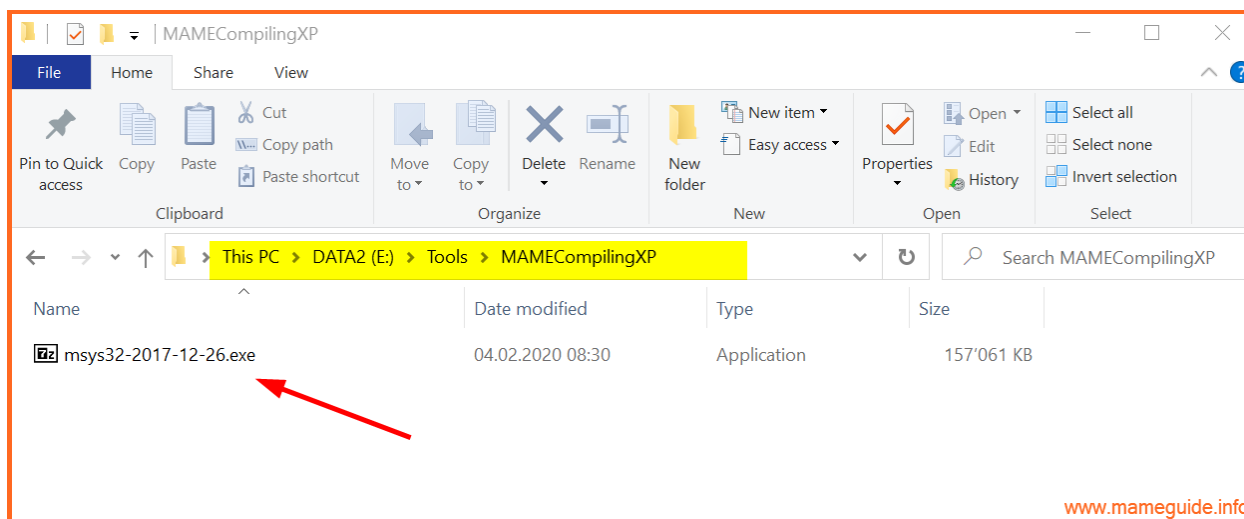
With this Script you can compile 32-bit versions (Windows) for emulators based on MAME. As they do not provide longer 32-bit version on their websites you can easily compile it yourself with my script. Please note that I do not give support, use at your own risk.

Download the compile package from MAMEdev first. It needs the compile environment GCC 7.2, we need such an old package for Windows XP 😊 You can use my script/compiler also on a Win10 x64 computer.

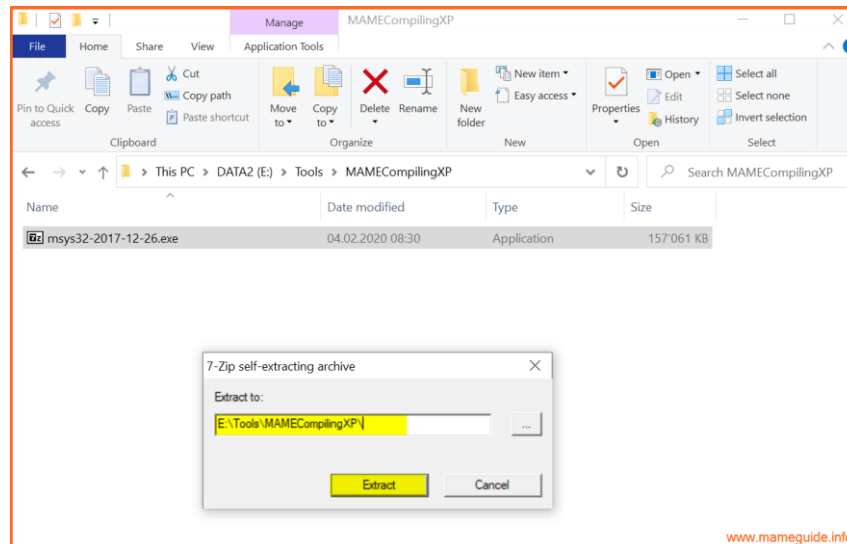
<https://github.com/mamedev/buildtools/releases/download/3.0/msys32-2017-12-26.exe>



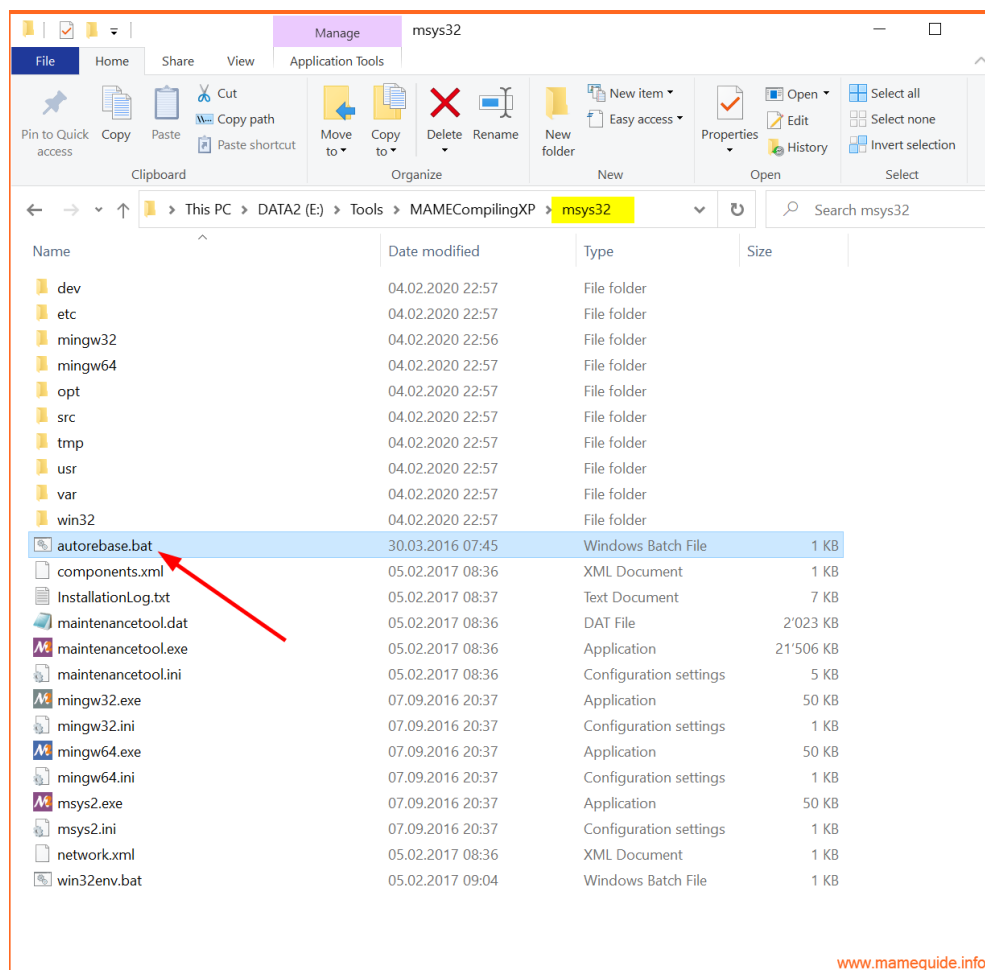
Create a folder on your PC (Space needed: approx. 10GB). This folder stores at the end the compiling environment, the script and the created exe-files. Move the downloaded package to this folder.



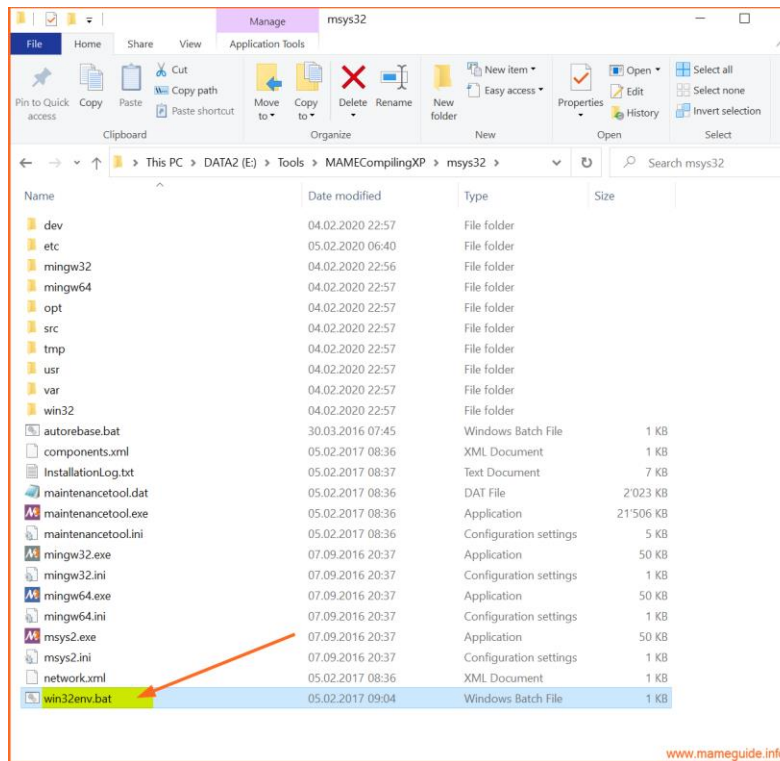
Execute the self-extracting package and choose the same folder.



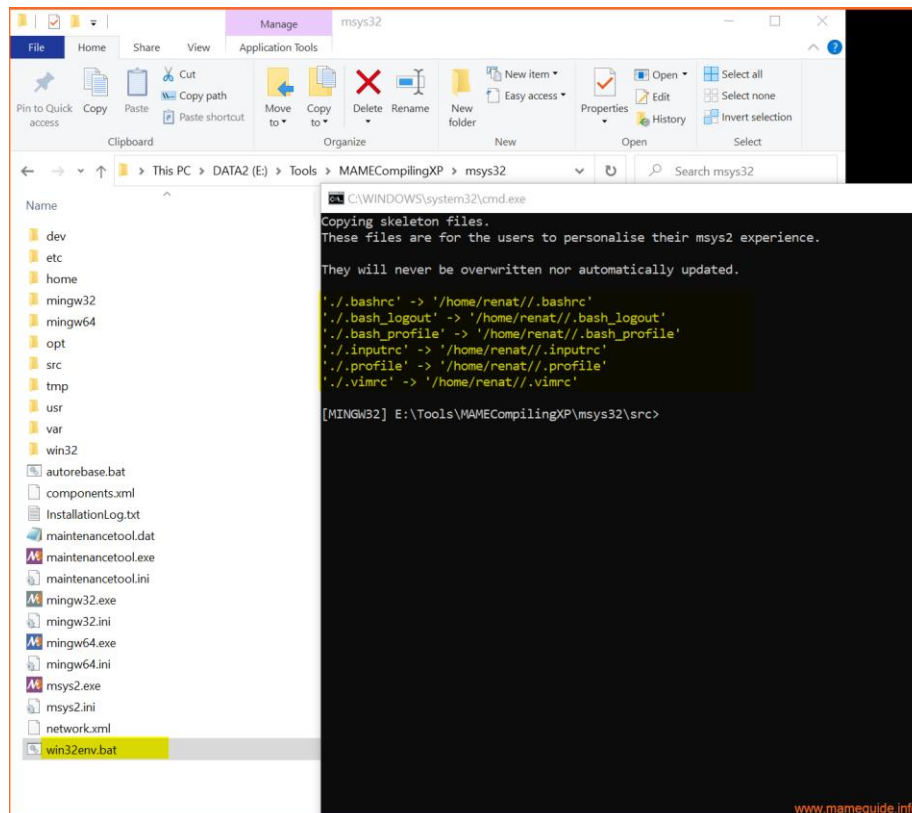
Change to the folder "msys32" and execute "autorebase.bat"



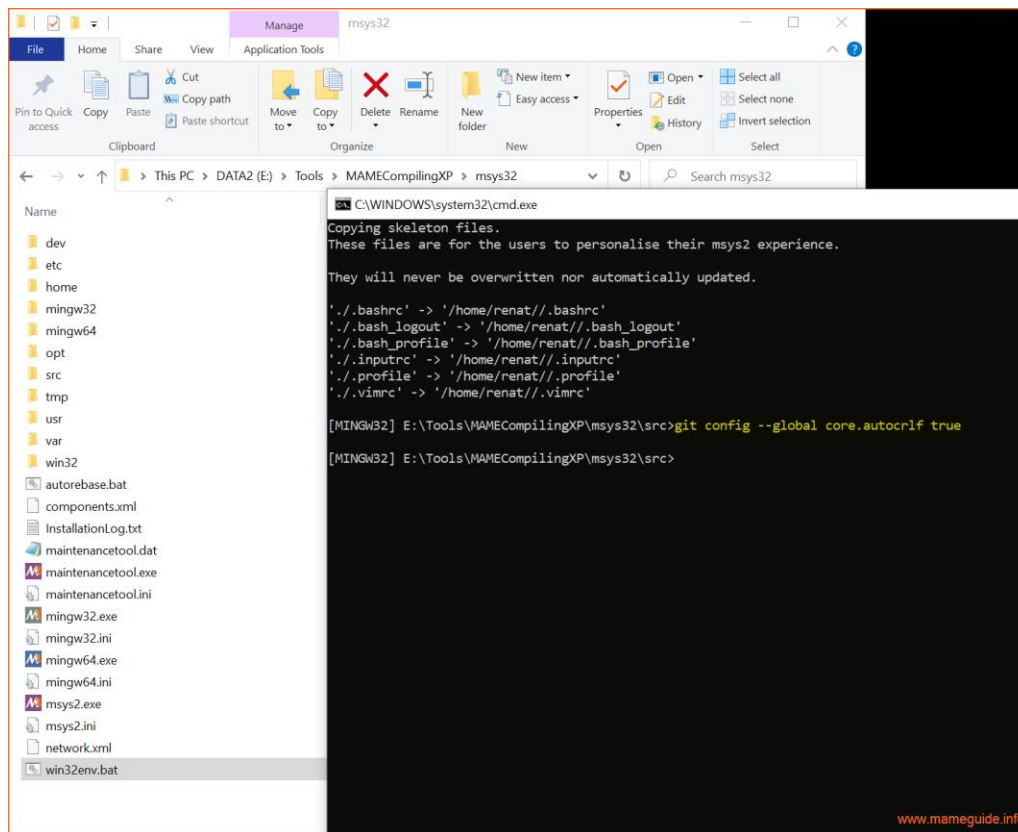
Start now the compiling-environment with “win32env.bat”



It opens a command-line windows and creates some config files.

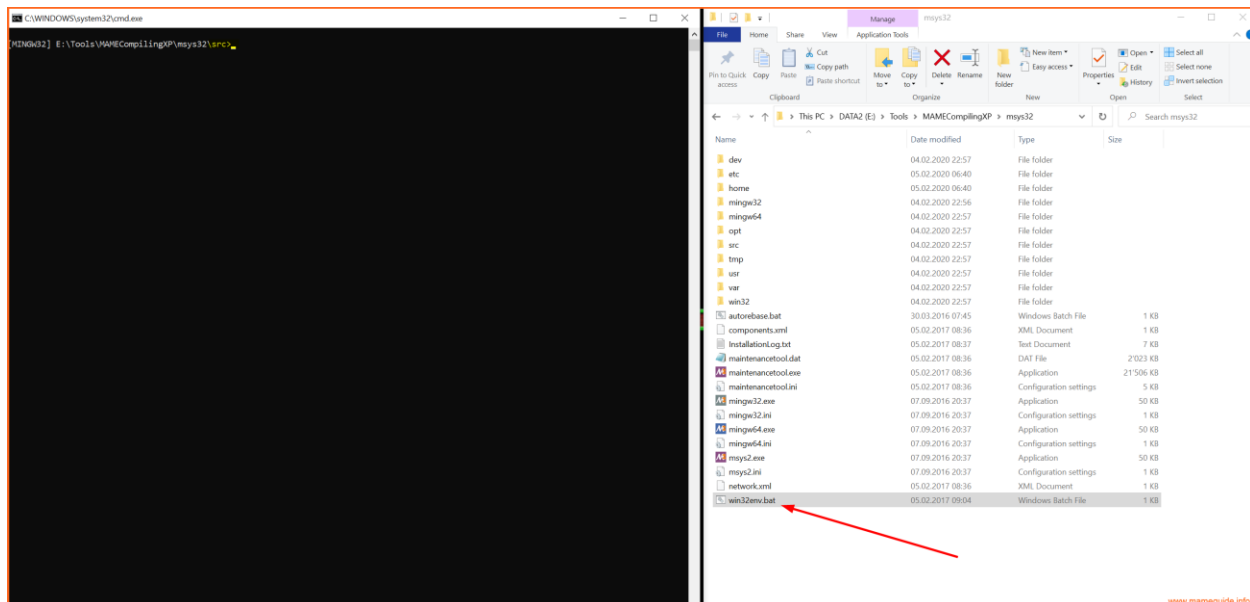


Execute “git config --global core.autocrlf true” in the command-line window.

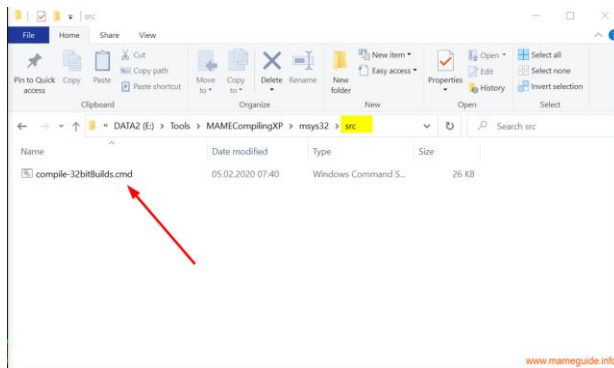


Now we are ready. Close the command-line window and start it again with “win32env.bat”

The command-line window path is open the folder “src”. There is stored everything else beside the compile environment.



Copy now the script to this “src”-folder

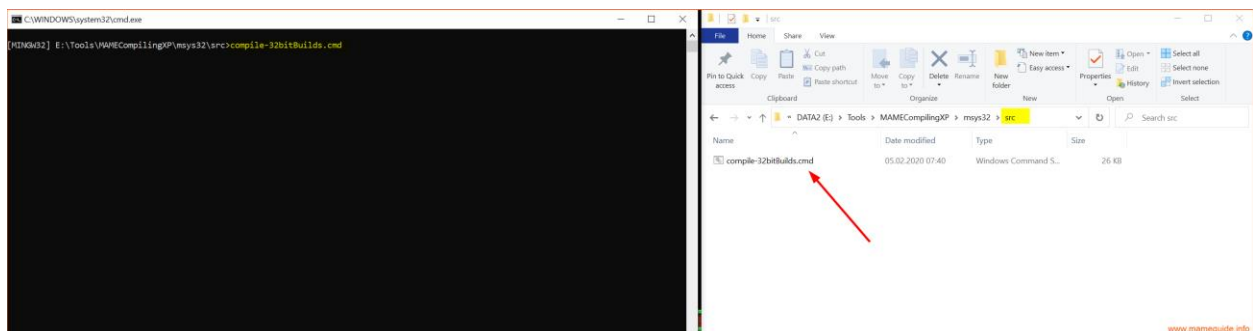


You can set default value in the script, for example if you only need it to compile “MAME” you can set all the others to “off” (don’t forget to save it)

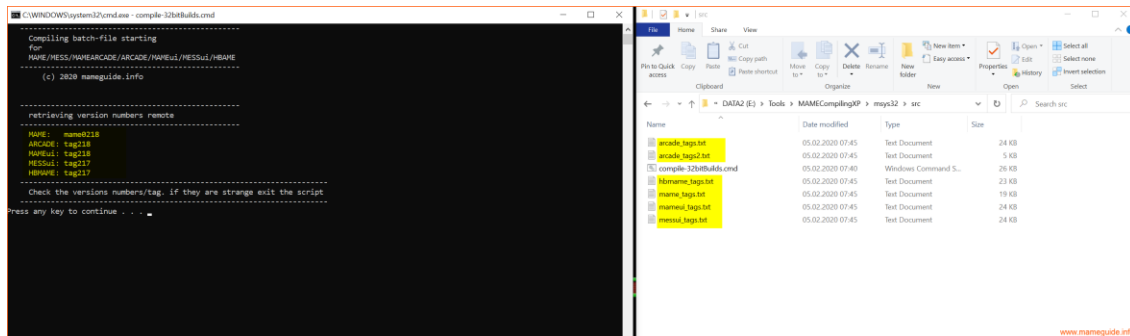
```
e:\Tools\MAMECompilingXP\msys32\src\compile-32bitBuilds.cmd - Notepad++ [Administrator]
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?

1 echo off
2 cls
3 REM *****
4 REM Description : compiling batch-file for 32-bit versions
5 REM Author      : Musci
6 REM Date       : 2020-02-04
7 REM
8 REM Used external programs (is already in the zip file)
9 REM - Notepad2.exe from http://www.flooz-freeware.ch/
10 REM
11 REM Changes : 1.0 first release
12 REM Changes : 1.01 added the parameter "STRIP_SYMBOLS=1" for compiling
13 REM Changes : 1.02 Read the sytem variable for amount of cpu for the compile option "-j"
14 REM          -Due to a compile problem with HBMAME I have set the compile option to "-j5"
15 REM          Download only source for an emulator that we want to compile
16 REM *****
17
18 REM This script is used only for the MAMEdev tools
19 REM Place this script and Notepad2.exe to your \src\ folder
20 REM Start always win32env.bat first (Environment) and after that "compile-32bitBuilds.cmd"
21 REM -----
22
23 REM Set the default values for some settings
24 REM CPU Core -> amount of cpu and add 1
25 REM Example: dual-core or quad-core processor -> use the option -j3 or -j5
26 REM set autodetect according to the system variable
27 REM set /a THREADS=NUMBER_OF_PROCESSORS + 1
28 REM set Compilecpu=1%THREADS%
29 REM Or set it manually, as I had problem in the past with a high value I have set it to this low value (compiles takes much longer)
30 set Compilecpu=5
31 REM set default values for pause: on or off (default=on, on/off)
32 set batchpause=on
33 REM set default values for doing a clean before compiling: on or off (default=off, on/off)
34 set cleandeb=off
35 REM Set default values for versions to compile (Default=on, on/off)
36 set C_MAME=on
37 set C_MESS=on
38 set C_MAMEARCADE=on
39 set C_ARCADE=on
40 set C_MAMEUI=on
41 set C_MESSUI=on
42 set C_HBMAME=on
43
44 REM -----
45 REM Displaying a start information
```

Execute “compile-32bitBuilds.cmd” in the command-line window.



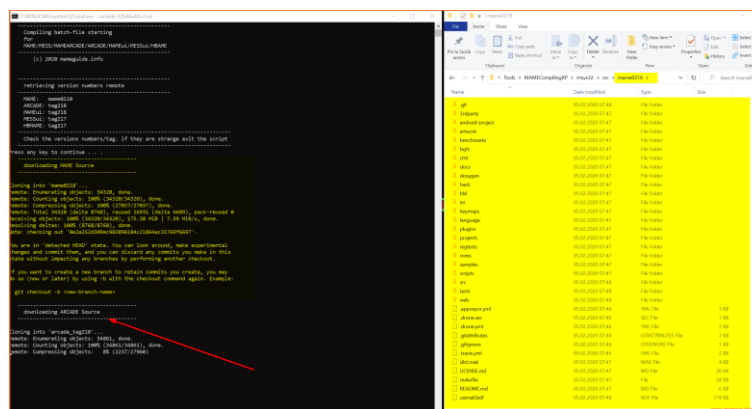
The script does check what “versions” (tags) are available from the source (Internet). Please check that the result is displayed properly, otherwise the script will fail. It does store the tags in txt-files in the “src” folder. They are overwritten/created each time the script is started.



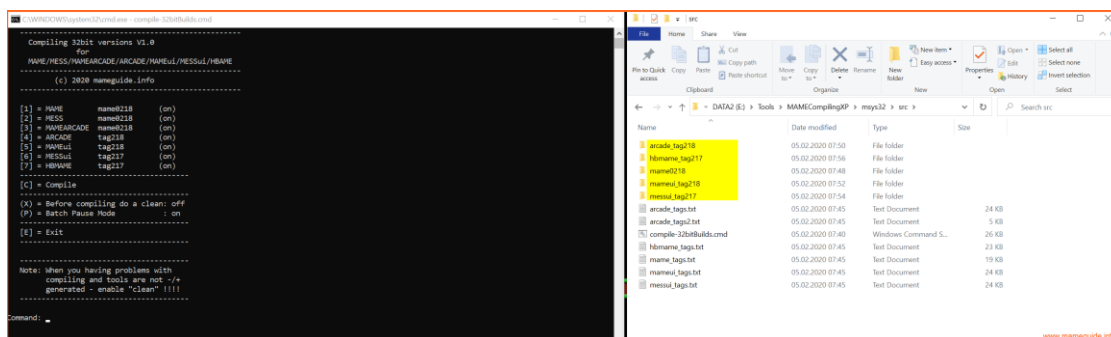
After you have “pressed a key” the script downloads the source locally that is needed for building the exe-files. It does download all sources (MAME/Arcae/MAMEui/MESSui/HBMAME) for the version that was displayed. If a new version is published it does automatically download the new source after starting the script again.

NOTE: I have changed the source download behavior in V1.02 -> it will only download the source for the emulator you are going to compile

In this pic you see that it has downloaded the source for MAME 0.218 and is now downloading the source for Arcade



After the download has finished the “menu” is displayed. It has created the following folders with the source-code:



The Menu has the following options:

- Toggle “on/off” by pressing the number for the emulator you want to compile
- Toggle “on/off” for enabling “clean before compiling” (see later in this manual)
- Toggle “on/off” for pausing between each emulator compiling
- “E” for exit the script

```
C:\WINDOWS\system32\cmd.exe - compile-32bitBuilds.cmd

-----
Compiling 32bit versions V1.0
for
MAME/MESS/MAMEARCADE/ARCADE/MAMEui/MESSui/HBAME
-----
(c) 2020 mameguide.info
-----

[1] = MAME      mame0218      (on)
[2] = MESS      mame0218      (on)
[3] = MAMEARCADE mame0218      (on)
[4] = ARCADE    tag218        (on)
[5] = MAMEui    tag218        (on)
[6] = MESSui    tag217        (on)
[7] = HBAME     tag217        (on)

[C] = Compile
-----
(X) = Before compiling do a clean: off
(P) = Batch Pause Mode           : on
-----
[E] = Exit
-----

Note: When you having problems with
      compiling and tools are not -/+
      generated - enable "clean" !!!!
-----

Command:

www.mameguide.info
```

Lets compile now only “MAME” (deselect all other emulators) and press “c” for compiling.

```
C:\WINDOWS\system32\cmd.exe - compile-32bitBuilds.cmd

-----
Compiling 32bit versions V1.0
for
MAME/MESS/MAMEARCADE/ARCADE/MAMEui/MESSui/HBAME
-----
(c) 2020 mameguide.info
-----

[1] = MAME      mame0218      (on)
[2] = MESS      mame0218      (off)
[3] = MAMEARCADE mame0218      (off)
[4] = ARCADE    tag218        (off)
[5] = MAMEui    tag218        (off)
[6] = MESSui    tag217        (off)
[7] = HBAME     tag217        (off)

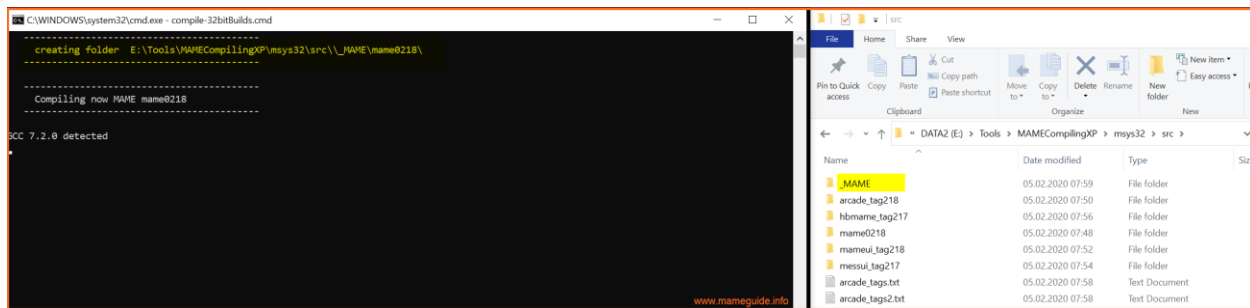
[C] = Compile
-----
(X) = Before compiling do a clean: off
(P) = Batch Pause Mode           : on
-----
[E] = Exit
-----

Note: When you having problems with
      compiling and tools are not -/+
      generated - enable "clean" !!!!
-----

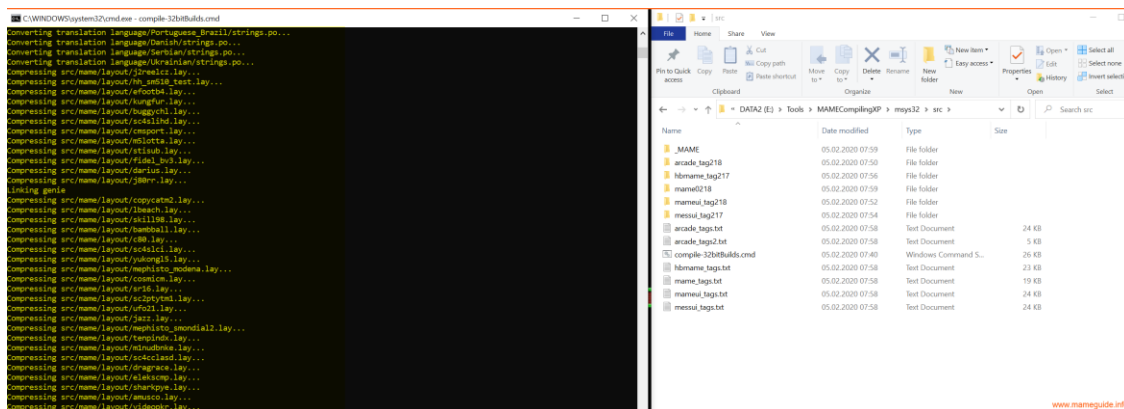
Command: .

www.mameguide.info
```

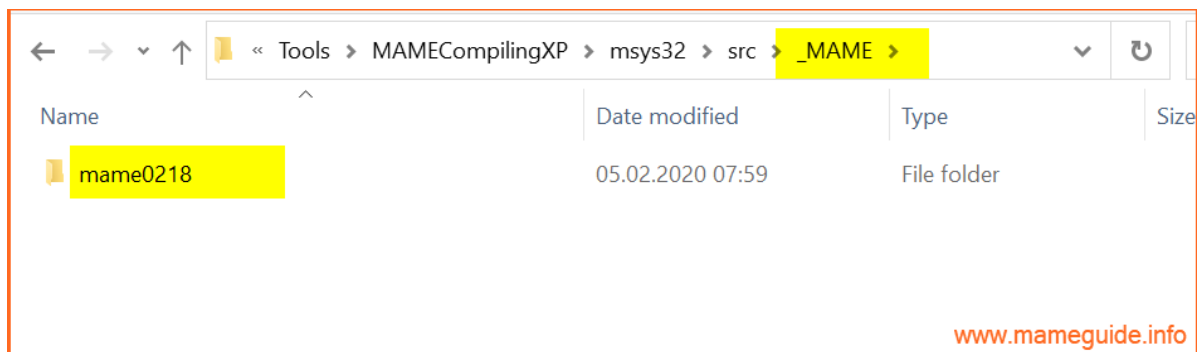
It creates a folder “_MAME” and a sub folder with the version.



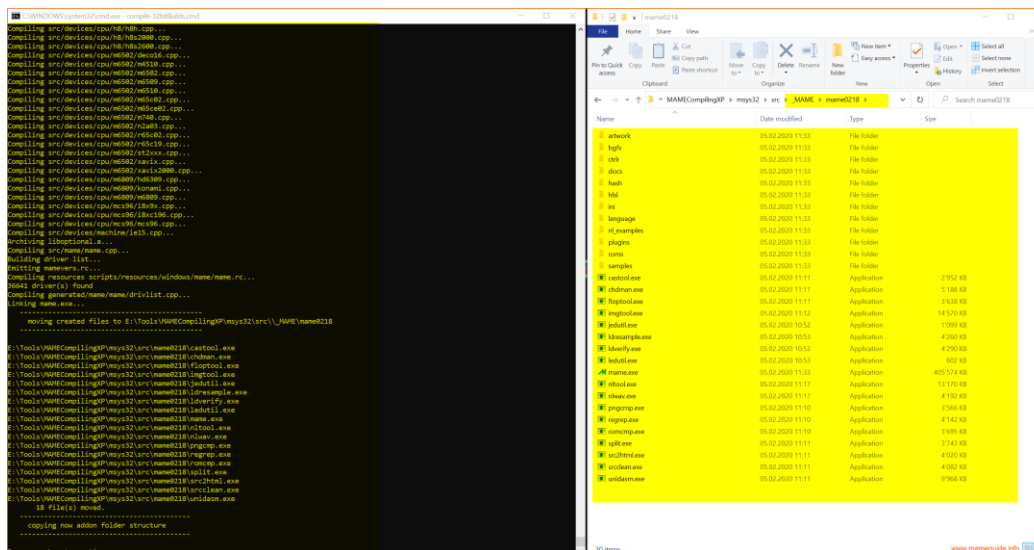
Now it does something 😊



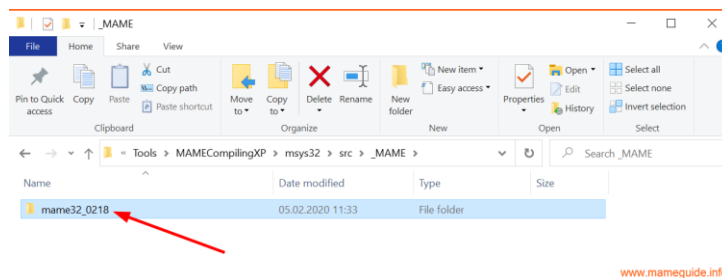
At the end you have this folder structure (depends of the version number).



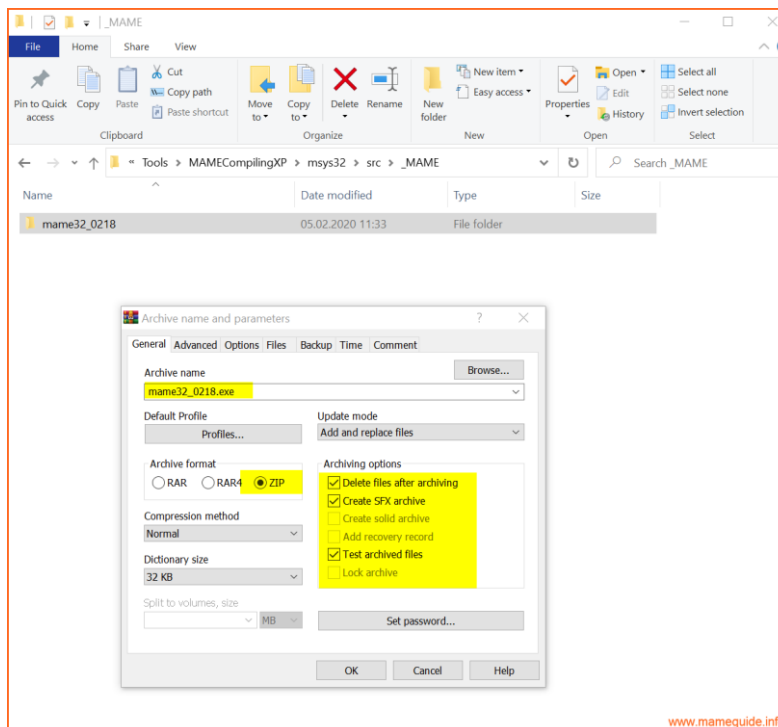
After it has finished compiling it does wait for a key (when you have enabled that option in the menu). It stores all files in the folder " MAME/mame0218"



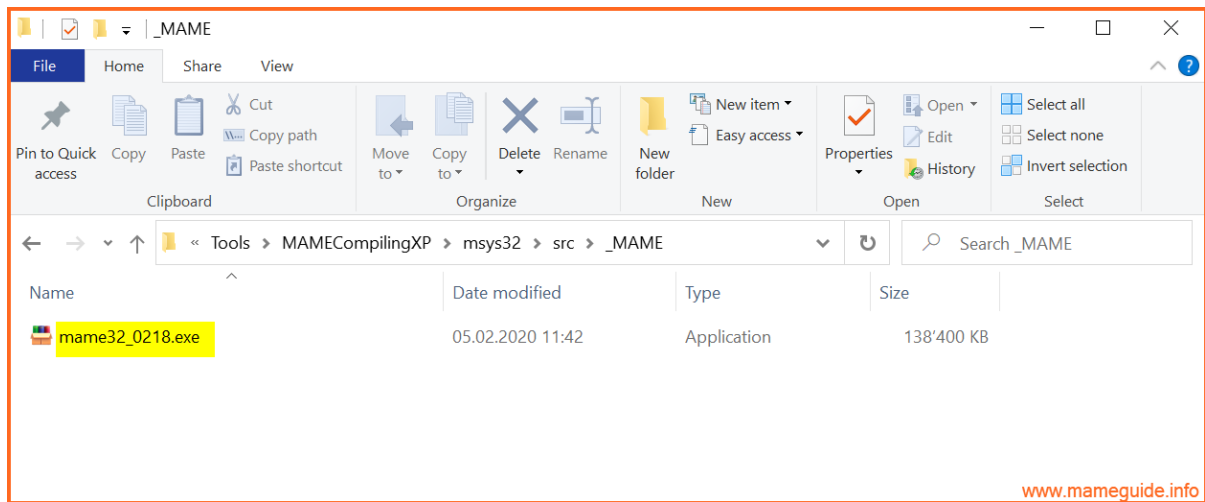
You can rename the folder with a better name:



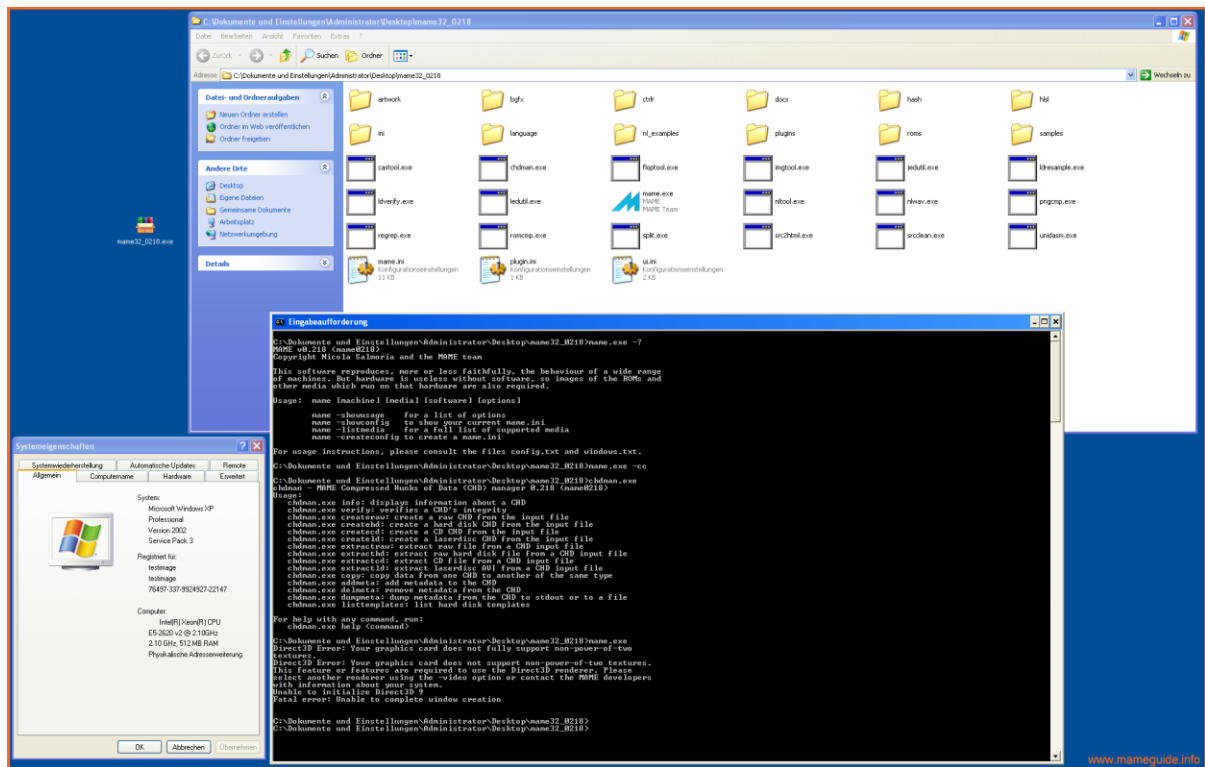
Now you can zip for archiving. Im using “WinRAR” for that and enable create a sfx-file.



We have now a self-extracting file that can be moved to your XP computer.



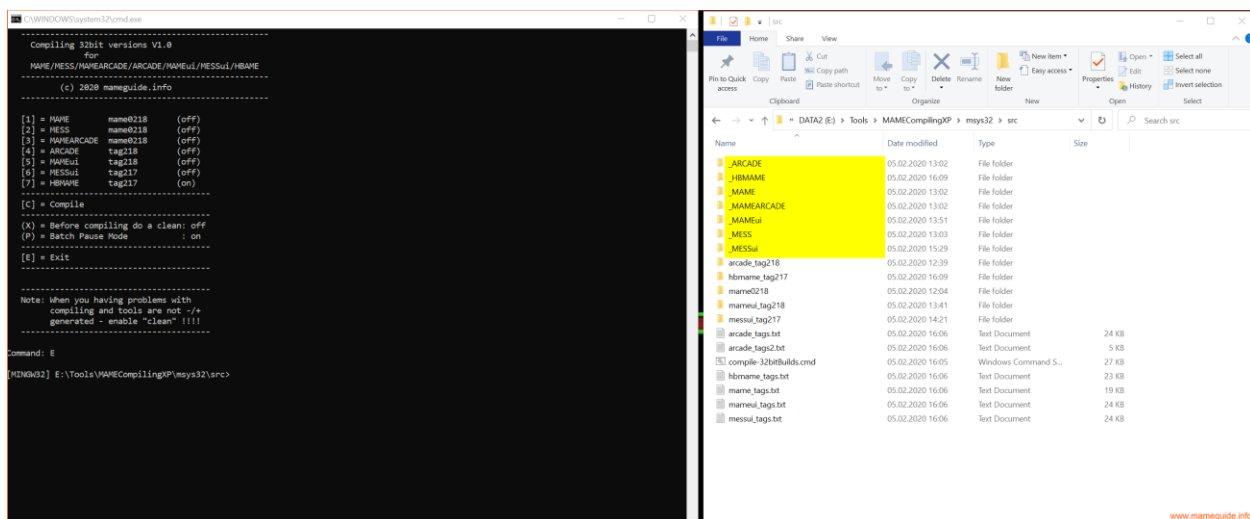
We test this “exe” on a Windows XP VM.



It complains about a “wrong” video-setting. Start it with a parameter and it looks better now 😊



If you have compiled all emulators you have those 7 folders 😊



And the builds packed as sfx-files stored somewhere else

