# Script for compiling 64-bit versions for XP

With this Script you can compile 64-bit versions (Windows) for emulators based on MAME. As they do not provide longer 64-bit compatible versions for XP 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.
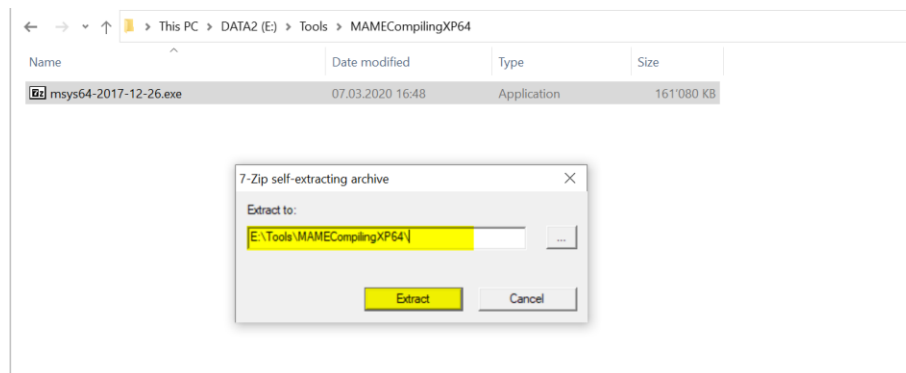
https://github.com/mamedev/buildtools/releases/download/3.0/msys64-2017-12-26.exe
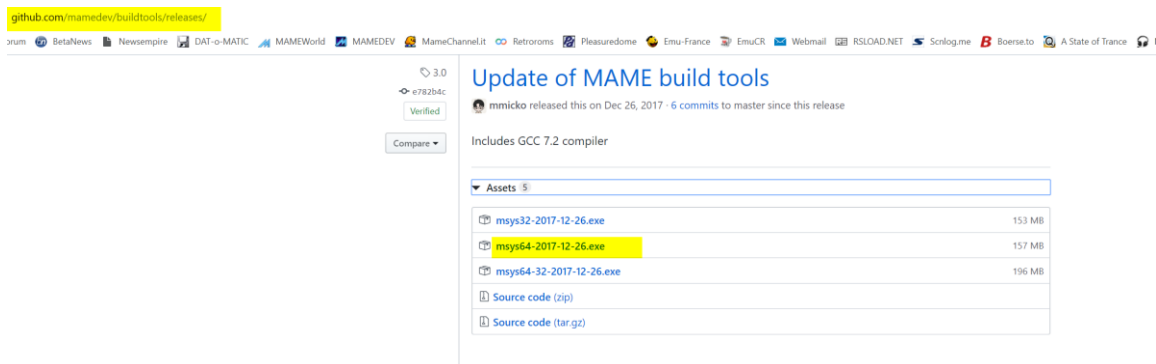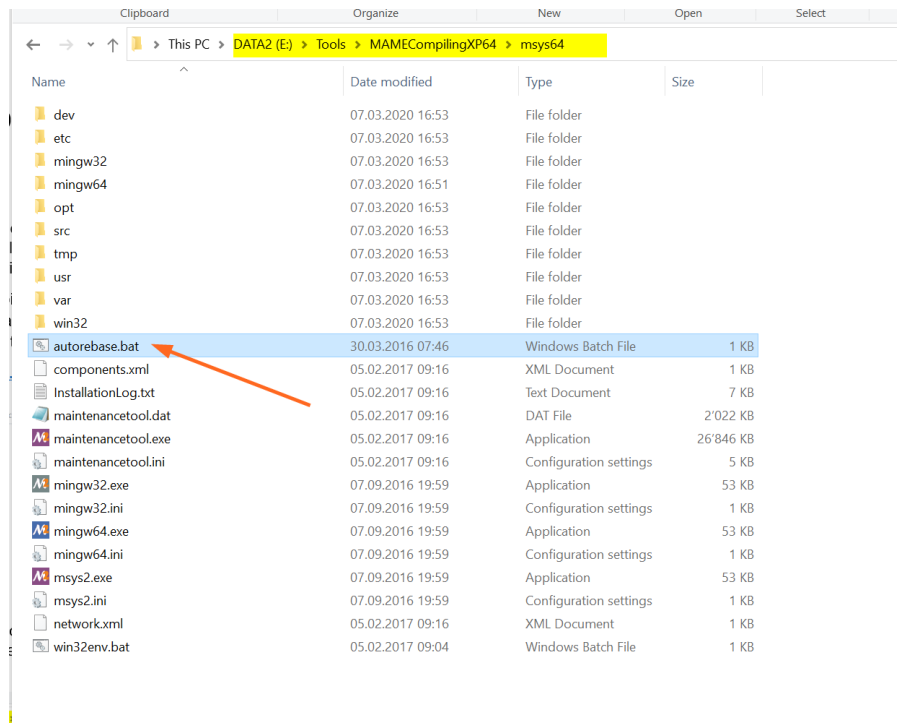
Create a folder on your PC (Space needed: approx. 10GB). This folder stores at the end the compiling environment, the script and the created exe-files. Move the downloaded package to this folder.
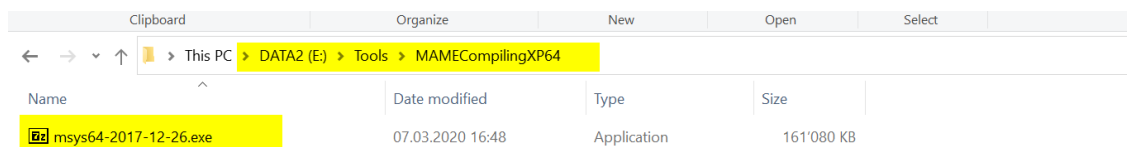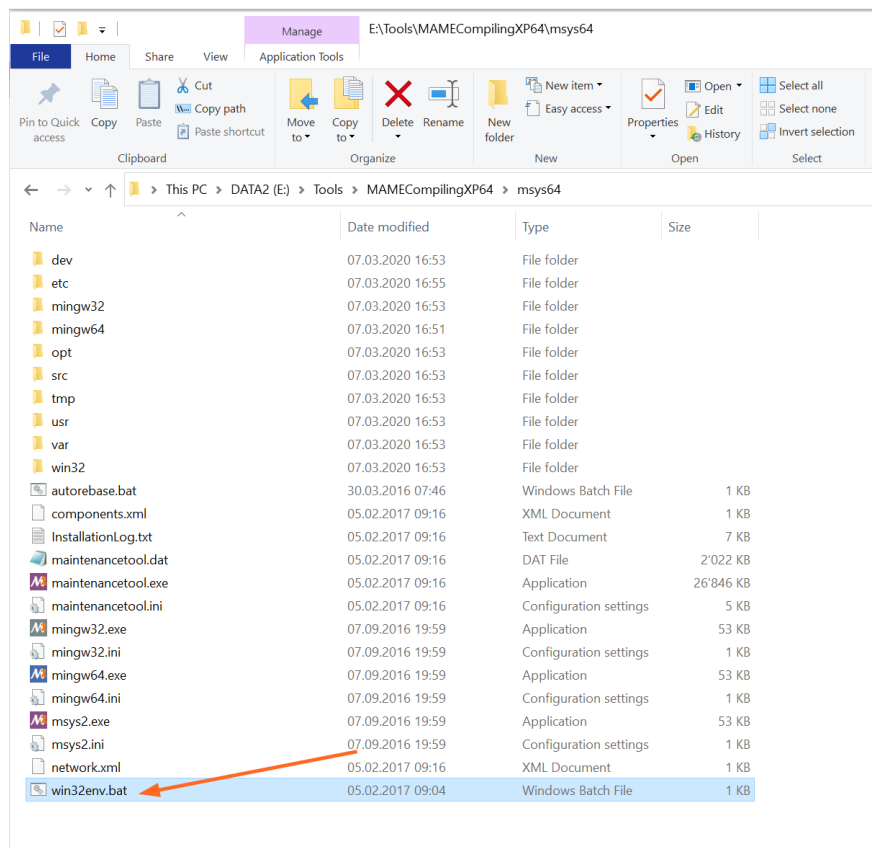
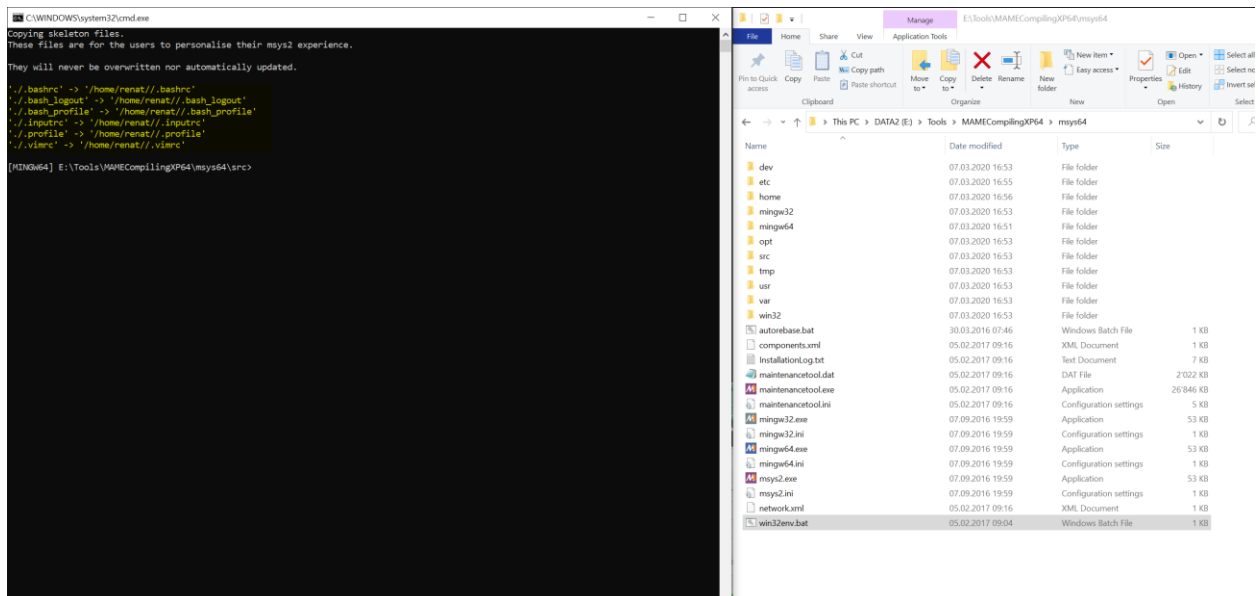Execute the self-extracting package and choose the same folder.

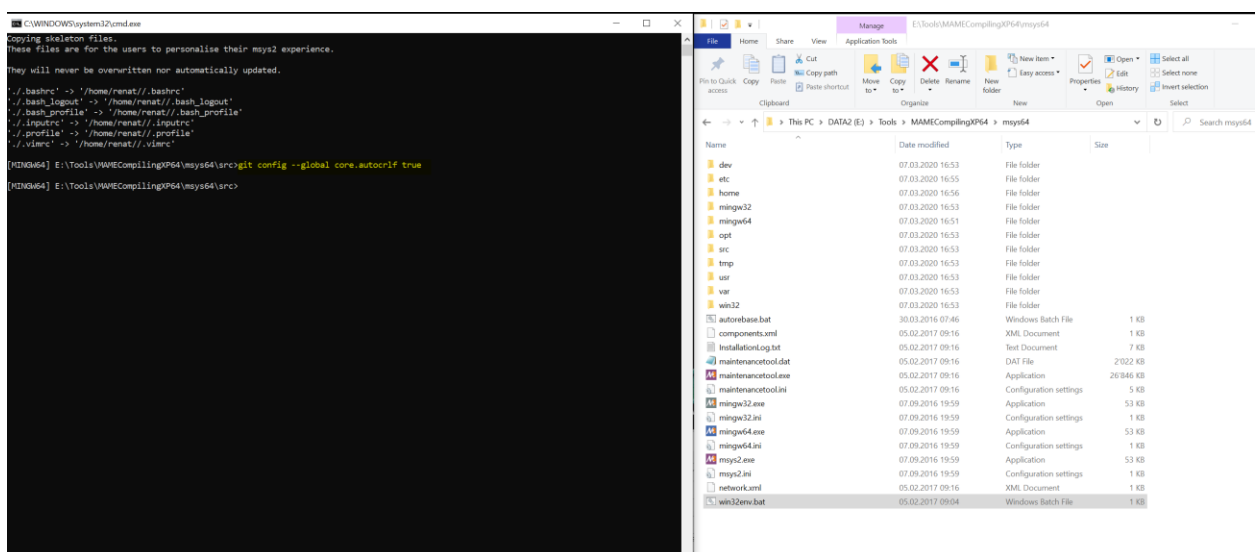Change to the folder "msys64"and execute "autorebase.bat"

Start now the compiling-environment with "win32env.bat"

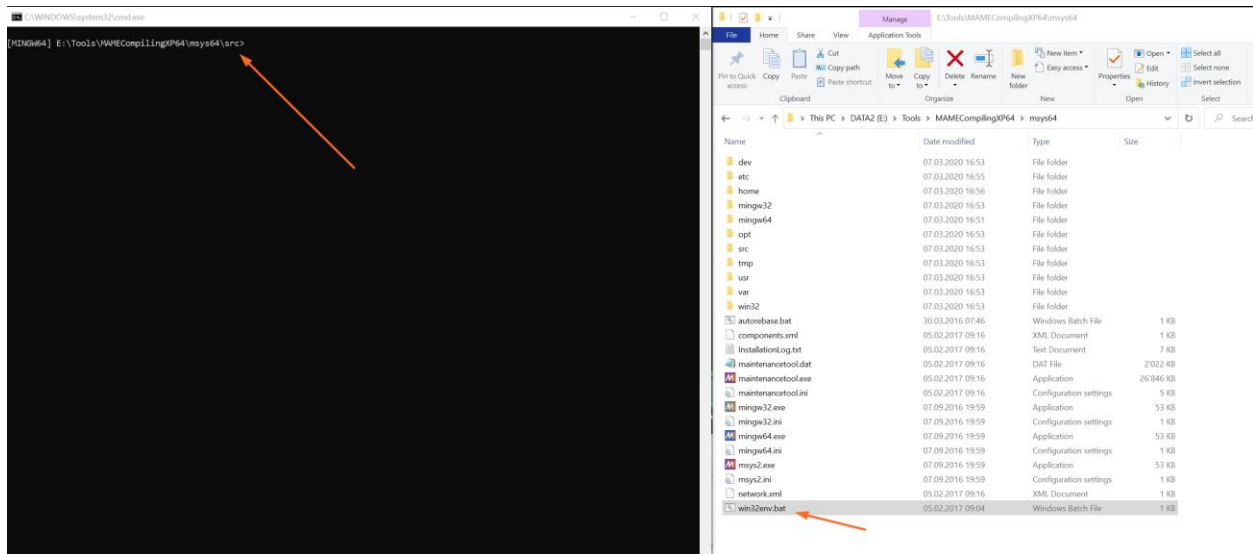It opens a command-line windows and creates some config files.

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

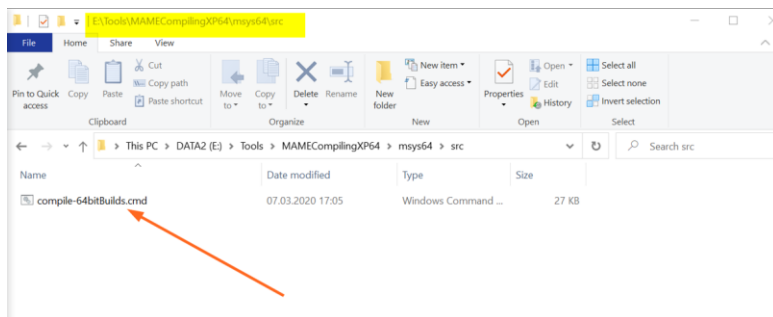Now we are ready. Close the command-line window and start it again with "win32env.bat"

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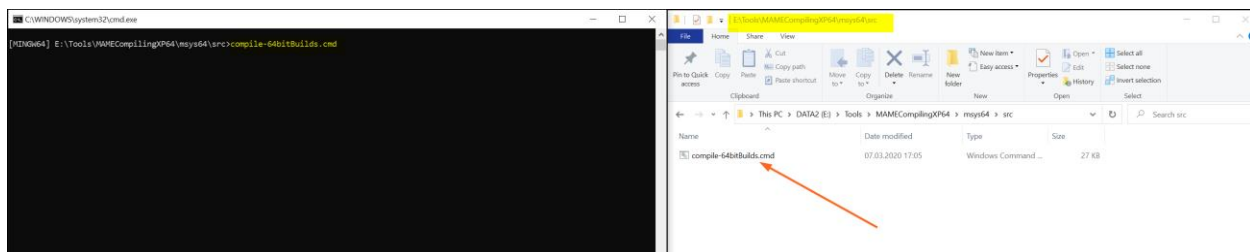

Copy now the script to this "src"-folder

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)
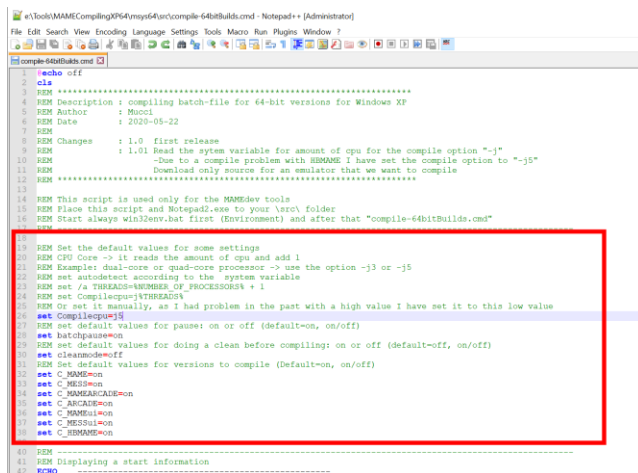
Execute now "compile-64bitBuilds.cmd" the command-line window.

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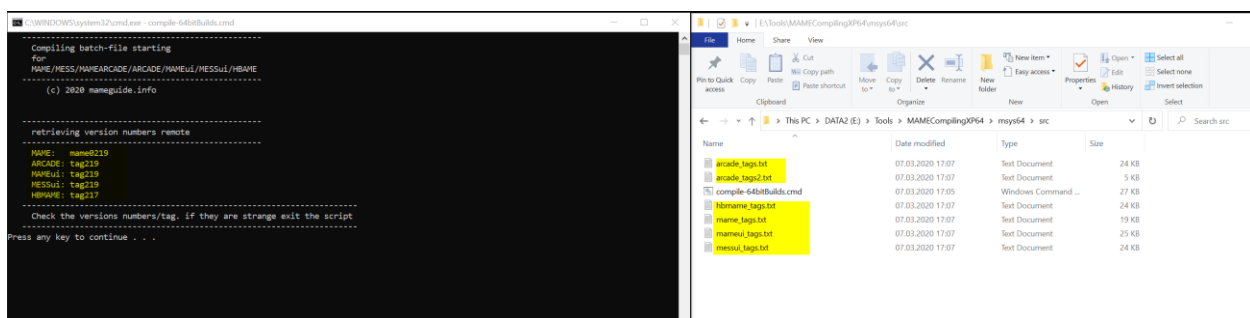
After you have "pressed a key" the script downloads the source locally that is needed for building the exe-files. It does download all sources (MAME/Arcade/MAMEui/MESSui/HBMAME) for the version that was displayed. If a new version is published it does automatically download the new source after starting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

NOTE: I have changed the source download behavior in V1.01 -> 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 0.219 and is now downloading the source for Arcade
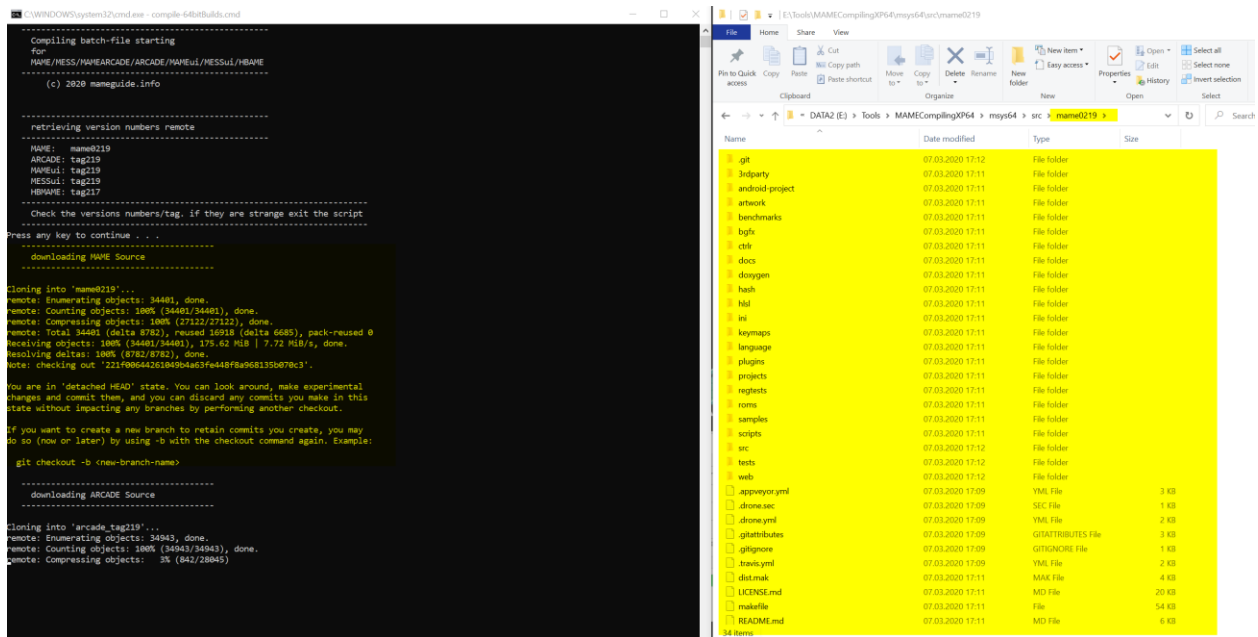
After the download has finished the "menu" is displayed. It has created the following folders with the source-code:
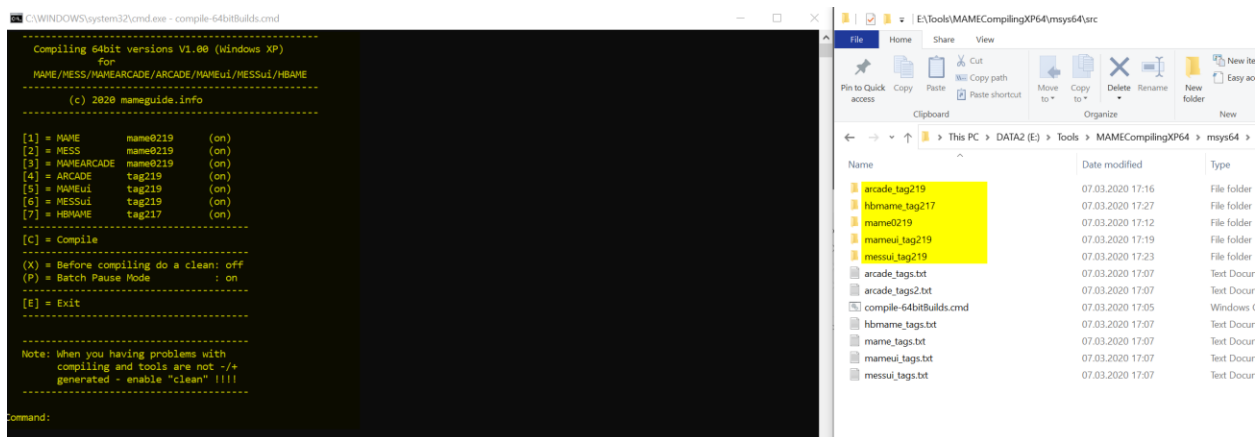
The Menu has the following options:

- 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

```
--------------------------------------------------
   Compiling 64bit versions V1.00 (Windows XP)
                for
   MAME/MESS/MAMEARCADE/ARCADE/MAMEui/MESSui/HBAME
--------------------------------------------------
           (c) 2020 mameguide.info


 [1] = MAME         mame0219      (on)
 [2] = MESS         mame0219      (on)
 [3] = MAMEARCADE   mame0219      (on)
 [4] = ARCADE       tag219        (on)
 [5] = MAMEui       tag219        (on)
 [6] = MESSui       tag219        (on)
 [7] = HBMAME       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: _
```

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

```
--------------------------------------------------
   Compiling 64bit versions V1.00 (Windows XP)
                for
   MAME/MESS/MAMEARCADE/ARCADE/MAMEui/MESSui/HBAME
--------------------------------------------------
           (c) 2020 mameguide.info
--------------------------------------------------

 [1] = MAME         mame0219      (on)
 [2] = MESS         mame0219      (off)
 [3] = MAMEARCADE   mame0219      (off)
 [4] = ARCADE       tag219        (off)
 [5] = MAMEui       tag219        (off)
 [6] = MESSui       tag219        (off)
 [7] = HBMAME       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:
```
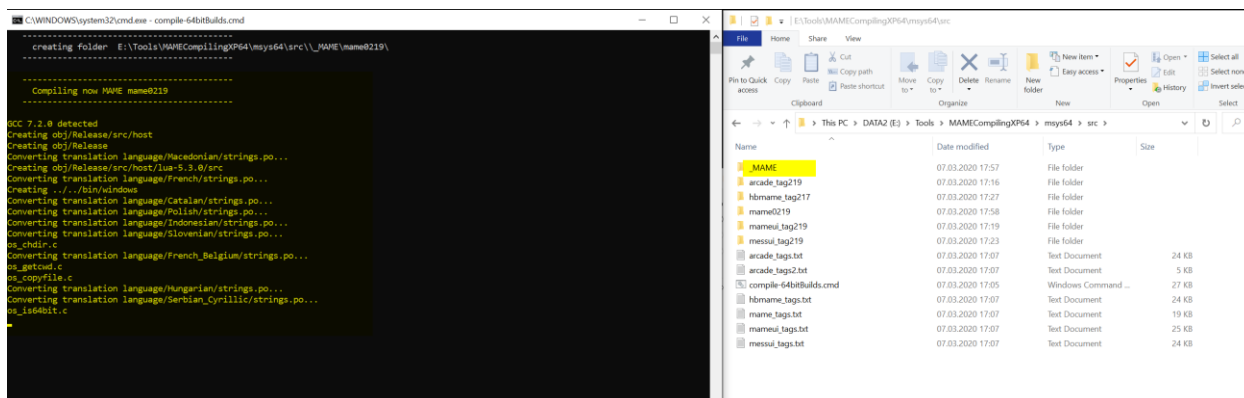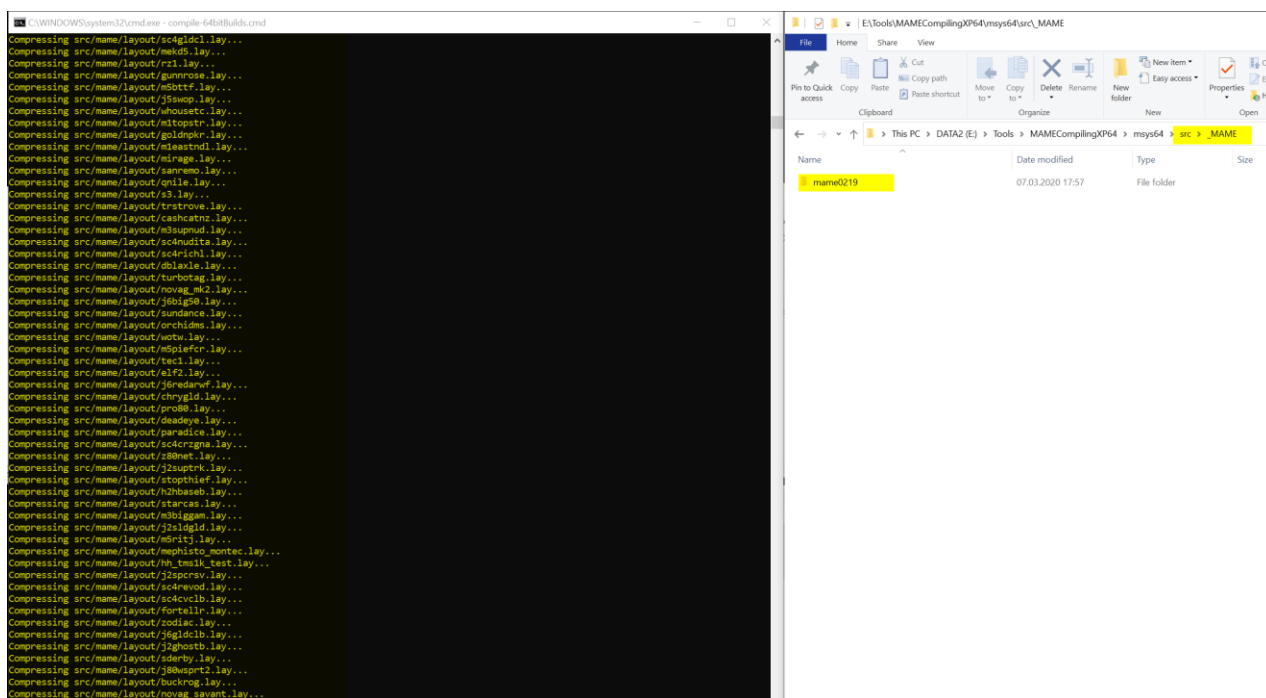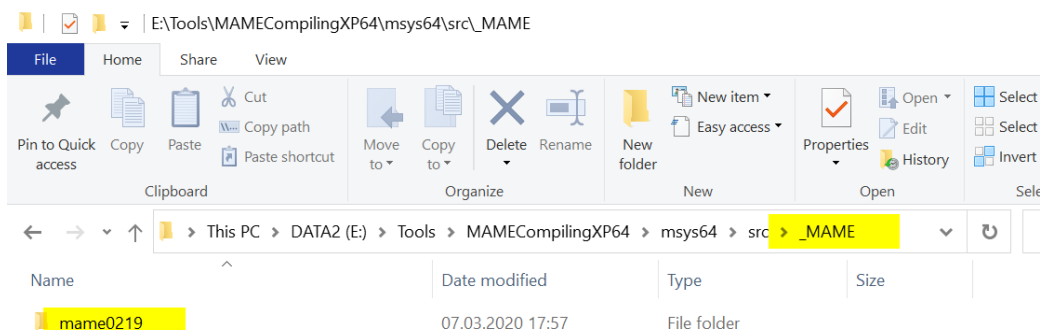
It creates a folder "_MAME" and a sub folder with the version.

Now it does something 😊

At the end you have this folder structure (depends of course 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 "compiled"-files in the folder "_MAME/mame0219"

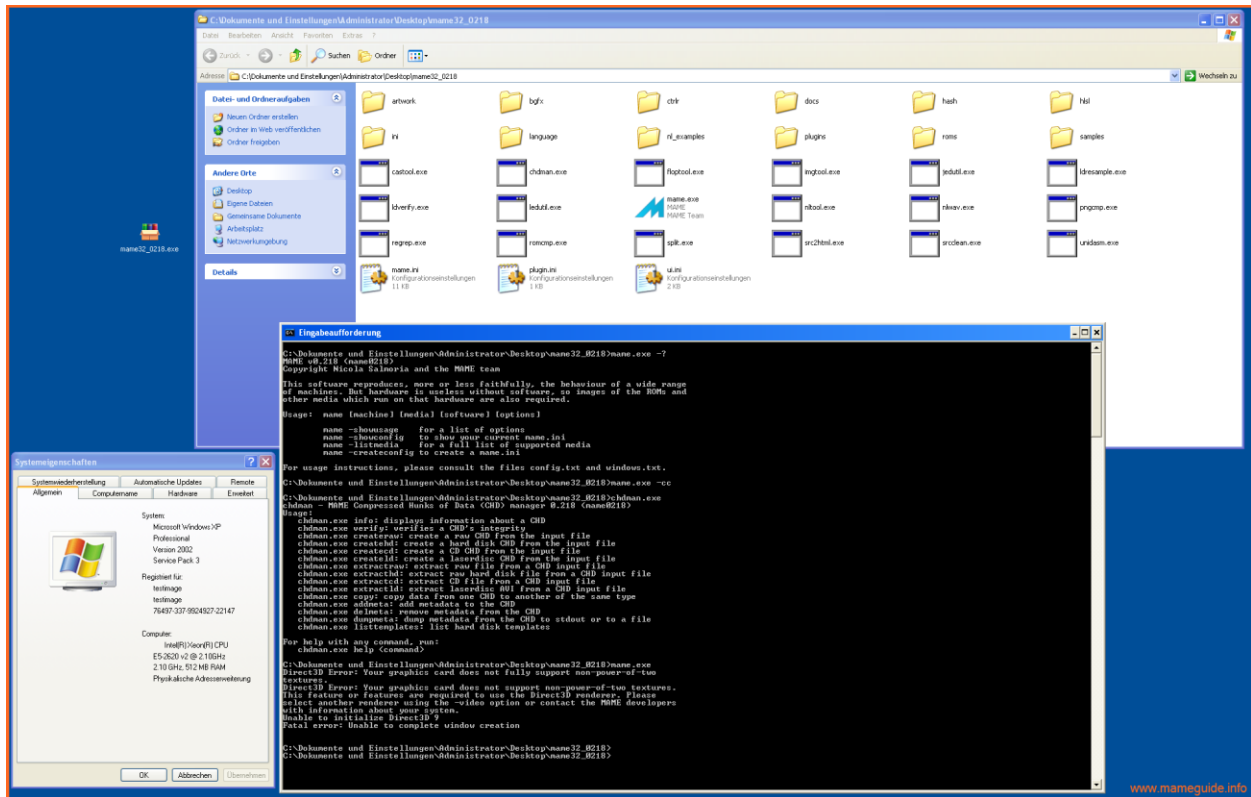You can afterwards rename the folder with a better name:

Now you can zip the files for archiving. I'm using "WinRAR" for that and enable create a sfx-file.
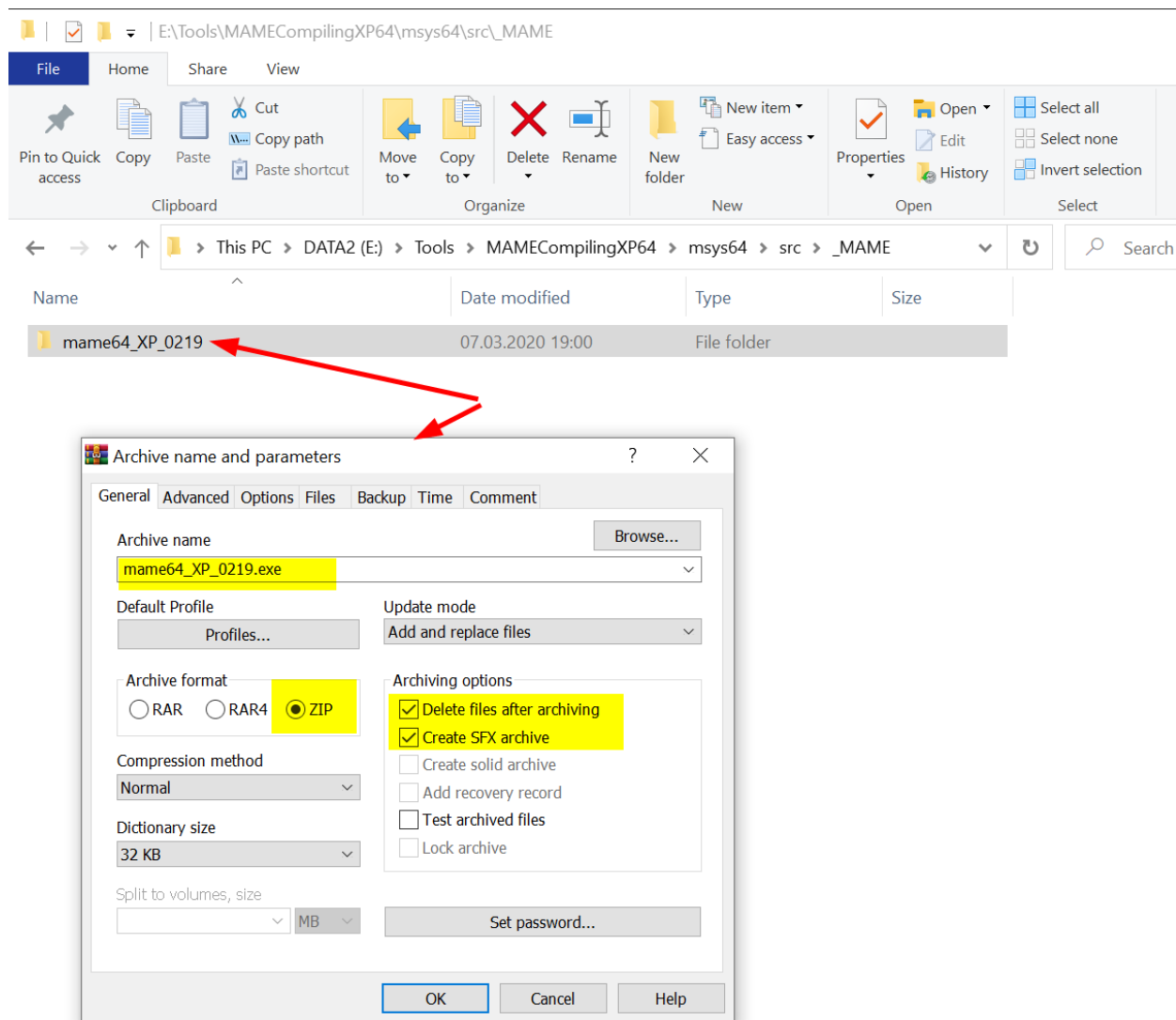
We have now a self-extracting file that can be moved to your XP computer.
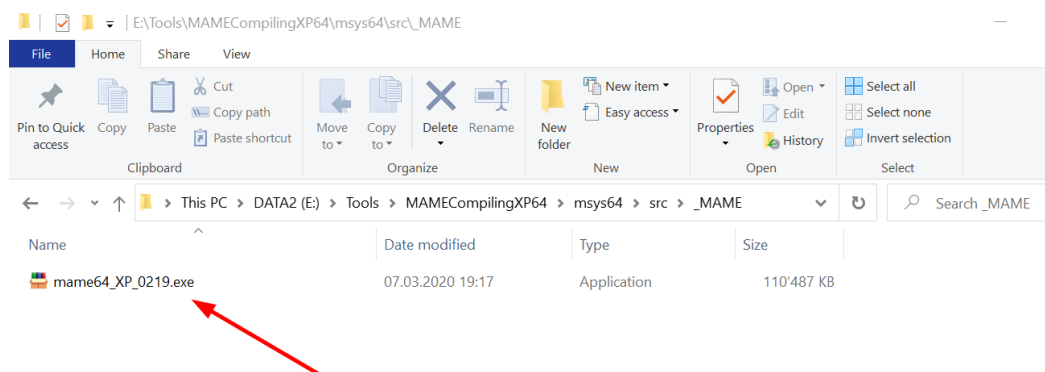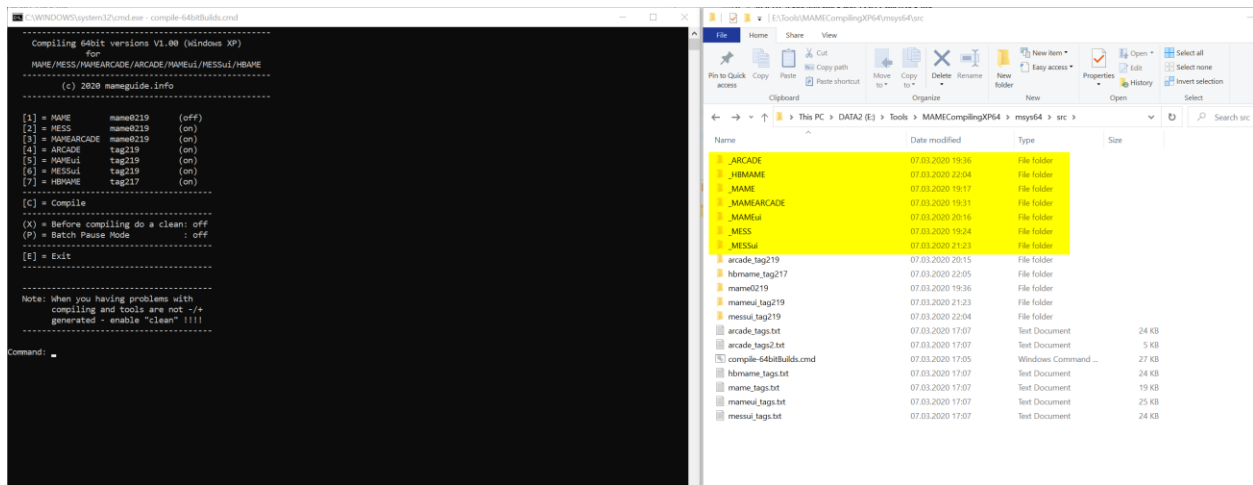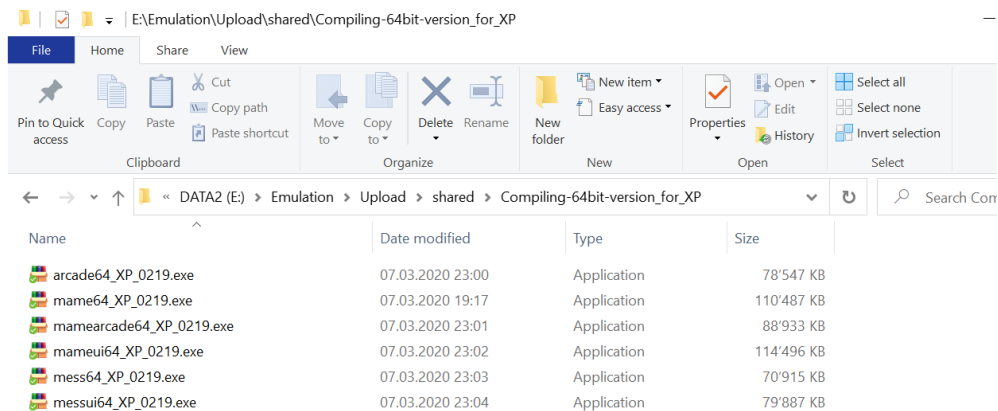
We test this "exe" on a Windows XP VM.

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 is packed as sfx-files

If the compiles fails you can restart it. In that case please enable "Before compiling do a clean"