

# Solution-Runner

Solution-Runner is an open source project that allows running projects as Visual Studio "solutions" (.sln and .vcxproj formats) on Linux, via cross-compilation.

It has been tested with basic Win32 projects, the SDL-enabled Kevgine version (using its unchanged Win32 backend), and console projects.

Source code.

## Dependencies:

For Arch Linux, you can use this command to get the necessary packages:

```
sudo pacman -S python clang wine mingw-w64-crt mingw-w64-binutils mingw-w64-gcc mingw-w64-headers  
mingw-w64-winpthread
```

## Compile and run:

1. Clone the Solution-Runner project to your computer.
2. Navigate to your solution directory, and run the `run.py` script. It will parse the Visual Studio (.sln and .vcxproj) project and attempt to compile it.
3. If it succeeds, it will proceed to run the .exe file via WINE.

NOTE: you can ignore the usual WINE output, as well as these lines:

```
Warning: corrupt .drectve at end of def file
```

You may set up a shell alias like `runsln` that points to the absolute path of the script, as a hackish way to "install" it globally. This way, you can call it from anywhere.

# Usage with IDEs

This is not a replacement for a proper CMake project with Linux support! However, you can get a functional IDE experience if using clangd as a language server. Solution-Runner will generate a `compile-flags.txt` file, which clangd should pick up. This file allows it to provide errors and diagnostics as if you were on Windows. Magic!

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