

Re: Linux C header files on Windows?

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"Ahmed S. Badran" <a_badran@hotmail.com> writes:

> *Is it possible to do linux development on Windows platform (to make use of
> editors and such)? The main problem I'm facing is that I'm not sure if there
> are 'linux' header files that I can have on windows. I've been told about
> cygwin but then going quickly through its documentation I noticed it's a
> windows port of the unix environment but not the header files. Basically
> what I want is to have all the C/C++ header files of linux on windows.*

This is pretty much off-topic; take my answer with a grain of salt, and consider it mostly as a vague pointer to more accurate information. The comp.lang.c crowd in general can't be expected to correct the inevitable mistakes I'll make in talking about Windows, Cygwin, Linux, gcc, etc. (though they're very good at correcting my equally inevitable C mistakes).

One approach you might consider is simply to install Cygwin and do your development in that environment. (I'm assuming you can use your Windows IDE with Cygwin.) The Cygwin environment, if you install it will all the available options, does include gcc and a full set of header files. The environment is very similar, but not identical, to Linux.

When you're ready, you can copy your code to a Linux system and build it there. You may run into some Cygwin/Linux incompatibilities; if so, consider modifying your code so it works under both environments. Do this fairly often as you're developing the code, so you find errors as early as possible.

On the other hand, if the code you want to develop is going to be so Linux-specific that it's not worth it to make it work under Cygwin as well, this approach may not work.

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Schroedinger does Shakespeare: "To be *and* not to be"