DevBuild Win64

How to Build Harmony in Microsoft Windows X86-64 Environment

(Not necessarily correct, only for your reference)

1. 64-bit tools

Since Windows X64 supports 32-bit software execution by default, you may neglect if you are running a 32-bit software. For Harmony Windows X64 build, one thing you have to check is the JDK version, ensuring it's 64-bit. If you are using SUN JDK 1.5, you should use the version for AMD64 architecture. This may not be necessary since both 32-bit and 64-bit Javac will compile Java source into same bytecode sequence. The problem is in the build script (makefile) of ANT. ANT shares the same system properties like os.arch, os.name, etc., as the running JDK. A 32-bit JDK will pass a 32-bit os.arch to ANT and lead to incorrect building path.

ANT is Java program, having nothing to do with platform specific configuration. So you will not be able to find a variety of versions of ANT for different platforms. (This might be one of the major charms of Java programming.)

2. Microsoft Visual C++ 8.0

If you are using MSVC+, please use v8.0. Harmony build requires to run its batch file "vcvars" to set the environment (if it's not set by default in your MSVC + installation). It's at C:\Program Files (x86)\Microsoft Visual Studio 8\VC\vcvarsall.bat in my environment. To run it for X86-64 environment, you'd pass an argument "amd64" to it, as

```
C:\Program Files (x86)\Microsoft Visual Studio 8\VC\vcvarsall.bat amd64
```

The other thing is, the runtime file "msvcr80.dll" is not at the Harmony build default location c:\windows\system32. You should search its real location, and correct the setting of msvcr.url.x86_64 in classlib's depends.properties.