

Build Prerequisites

Table of Contents

- [1 Overview](#)
- [2 Introduction](#)
- [3 IDE](#)
- [4 Download](#)
- [5 Installation](#)
 - [5.1 Git for Windows](#)
 - [5.2 TortoiseGit](#)
 - [5.3 YASM](#)
 - [5.4 NuGet Package Manager](#)
 - [5.5 NSIS](#)
- [6 Configuration](#)
 - [6.1 .Net Framework 3.5](#)
 - [6.2 Windows and DirectX SDK Environment Variables](#)
 - [6.3 TortoiseGit](#)
- [7 Next Steps](#)
- [8 Changelog](#)

Overview

How to setup your system with the required software to access and use or contribute to the MediaPortal source code, particularly for compiling and building an installer..

Introduction



In order to reduce the size of the MediaPortal Git repository and simplify merging branches and testing, C++ sourced binaries have been removed from the repository as of April, 2013.

This change affects the way in which you setup your system to compile and build MediaPortal.

This guide is written for anyone who wants access to our MediaPortal source code repository to compile and build individual branches for testing or development, using either Windows 7 or Windows 8.

Note: You should have already installed the Required software for MediaPortal on the system where you install Git, see [Requirements](#) > System Components

IDE

Our source repository contains Microsoft Visual Studio 2013 solutions. We recommend using Visual Studio 2013 Community Edition but any commercial edition should work too.

Download

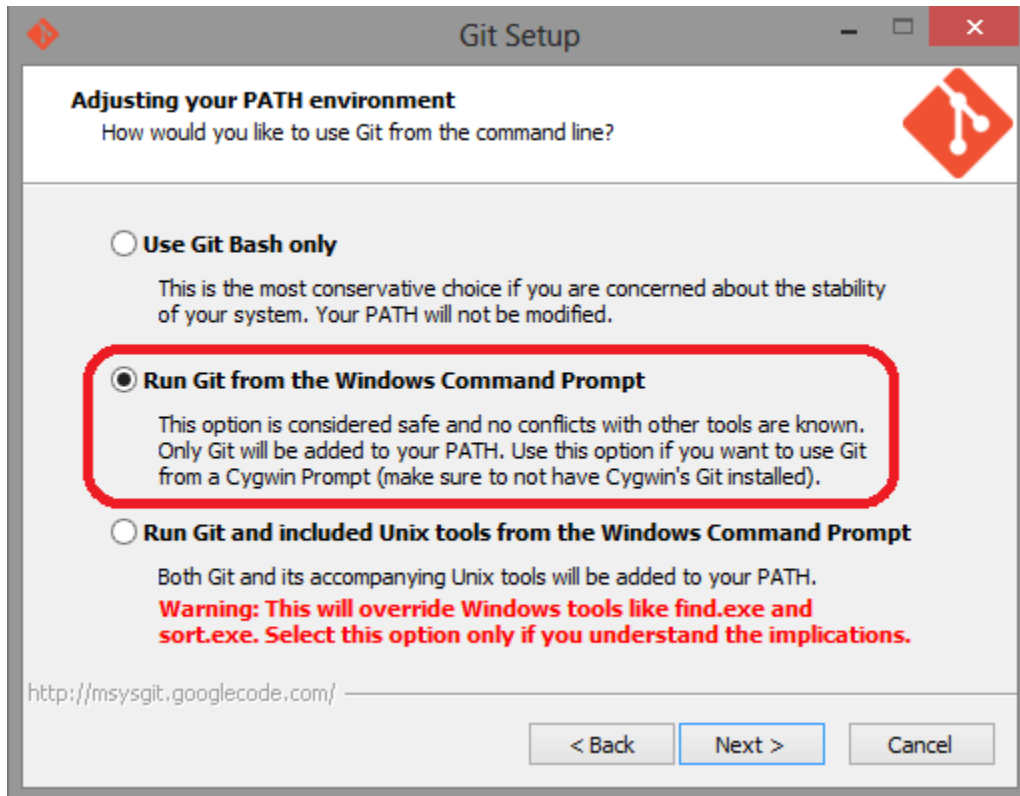
Let's start with downloading the required software:

- [Git for Windows](#) (get the latest Full Installer)
- [TortoiseGit](#) (32bit or 64bit depends on your OS)
- [Visual Studio 2015 Community Edition](#) (other commercial editions should also work) (actual PlatformToolset : Visual Studio 2015 (v140))
- **Multibyte MFC Librairie(adds Multi-Byte Character support for 'dvbllib' project)**
 - For Visual Studio **2013** : [Visual C++ MFC MBCS Library for Visual Studio 2013 \(deprecated\)](#)
 - For Visual Studio **2015 and +** : Enable (checking box) the MFC installation during VS2015 setup
- [YASM](#) (32bit or 64bit depends on your OS - Explanation below)
- [NuGet Package Manager](#) for Visual Studio for support Nuget download ([Managing Package for solution](#)), please check repo order (see below)
- **Windows SDK:**
 - **Windows 7:** Microsoft Windows SDK (v7.1) for Windows 7 and .NET Framework 4 ([Web](#) / [ISO](#))
 - **Windows 8:** [Windows SDK for Windows 8](#) (as well as the above for .Net 4!)
- **Direct X SDK:**
 - **Windows 7:** [DirectX SDK](#)
 - **Windows 8:** already included in [Windows SDK for Windows 8](#)
- [NSIS](#) (if you need to build an NSIS installer) (Use NSIS 2.46 version and not the latest one)

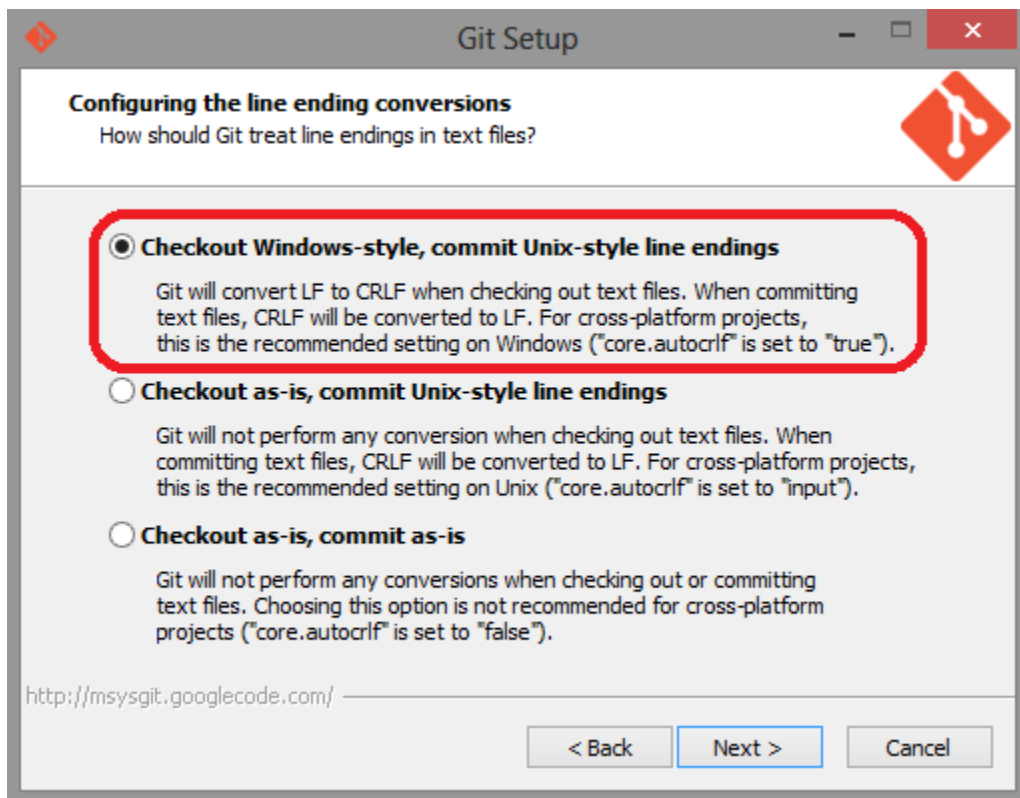
Installation

Git for Windows

- Start the installation and follow the instructions.
- Mediaportal Build System expects git to be installed in its default location (`%programfiles%\git`, the path is fixed in the `DeployVersionGit` tool)
- at "Adjust your PATH environment" select **"Run Git from Windows Command Prompt"**

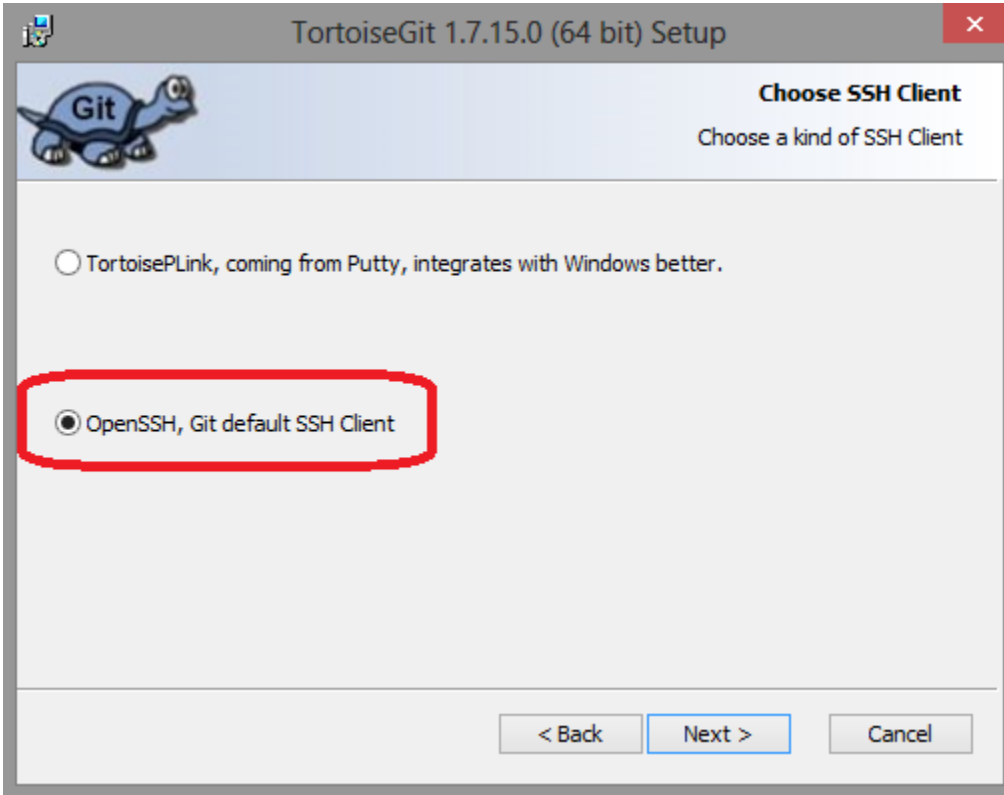


- at "Configuring the line ending conversions" select **"Checkout Windows-style, commit Unix-style line endings"**



TortoiseGit

- Start the installation and follow the instructions.
- At "Choose SSH Client" select "**OpenSSH, Git default SSH Client.**"



YASM

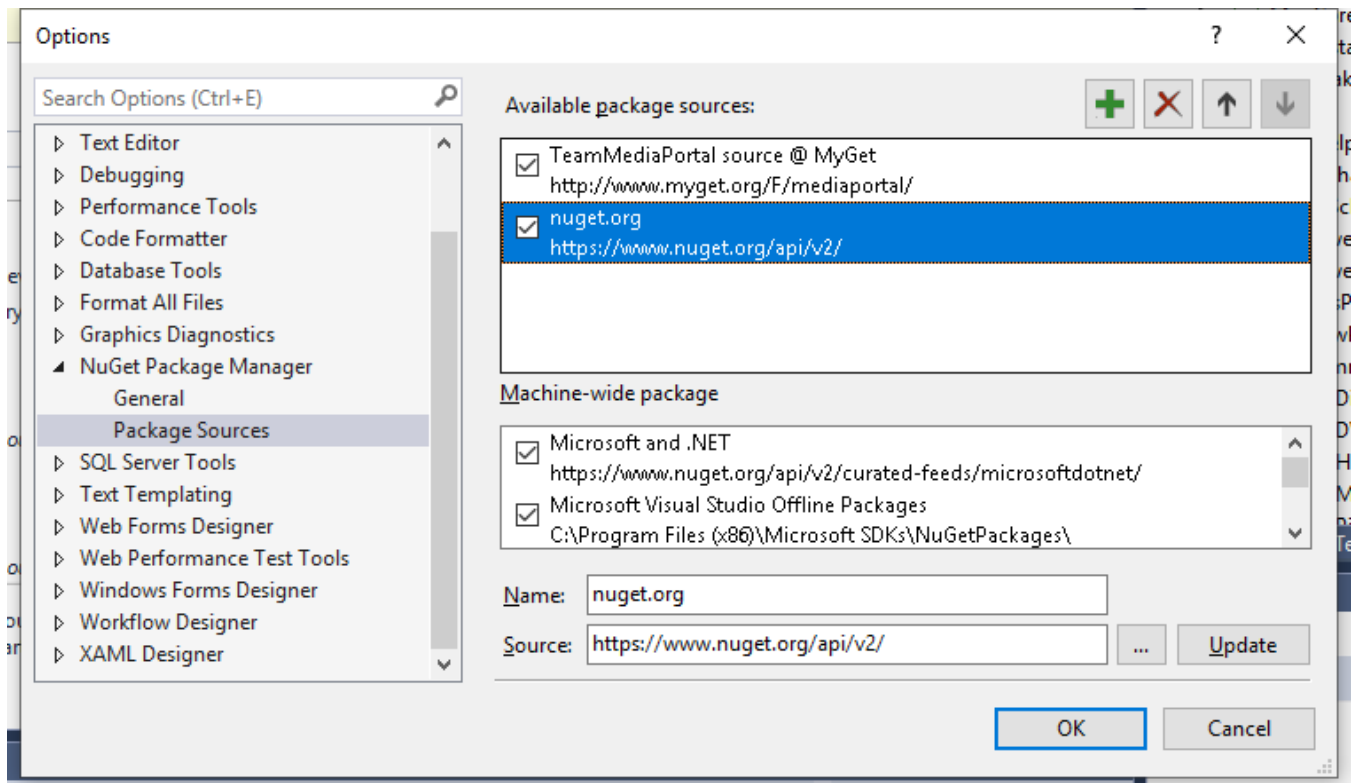
1. Unzip *vsyasm.exe* from the previously downloaded package (based on your OS) to your Visual Studio installation directory:
32-bit OS: *C:\Program Files\Microsoft Visual Studio 12.0\VC\bin*
64-bit OS: *C:\Program Files (x86)\Microsoft Visual Studio 12.0\VC\bin*
2. Copy *vsyasm.props*, *vsyasm.targets* and *vsyasm.xml* to *C:\Program Files (x86)\MSBuild\Microsoft.Cpp\v4.0\V120\BuildCustomizations*

NuGet Package Manager

As of MediaPortal 1.6 Pre Release, you need the NuGet Package Manager in Visual Studio to compile.

As an alternative you could first run the BuildInit.bat (located in the Git 'Build' directory) to download a package into your Git folder, which will be used instead of the VS add-on.

The order is important : the TeamMediaportal repo must be on top of the official nuget.org, if not, the build can not succes.

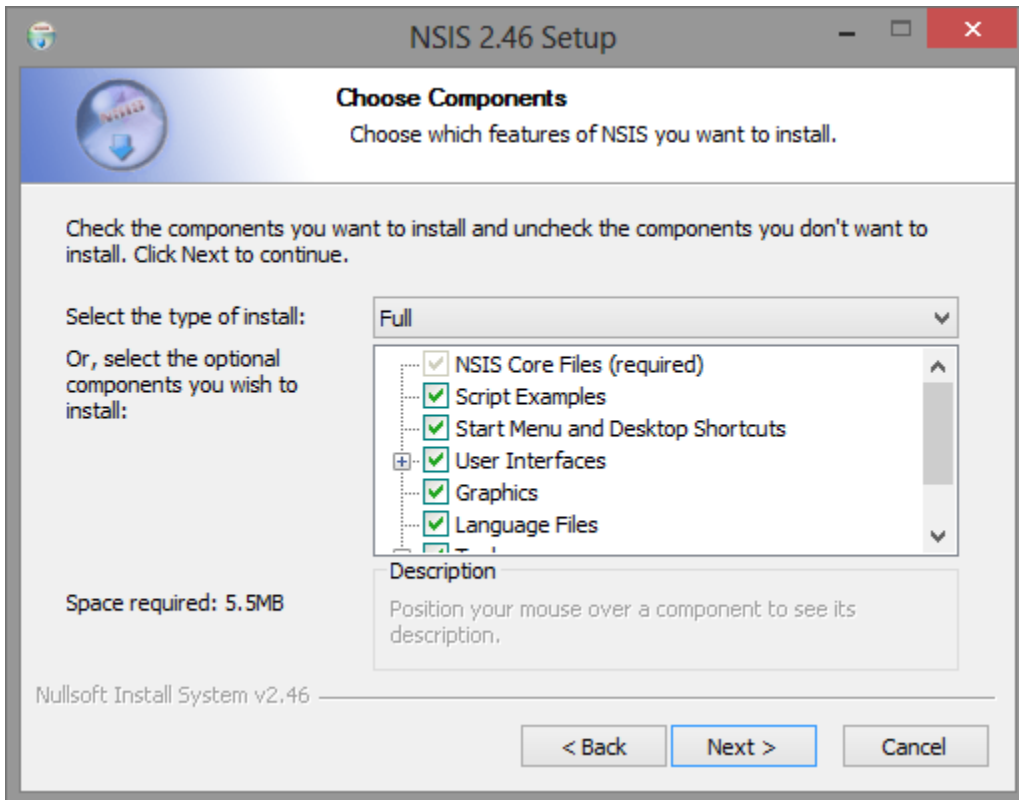


Windows nuget download files: <https://docs.microsoft.com/fr-fr/nuget/install-nuget-client-tools>

NSIS

Note: NSIS is only required if you wish to build an NSIS installer. You can clone, compile, build and run MP without NSIS.

- Start the installation and follow the instructions (the default settings are fine).

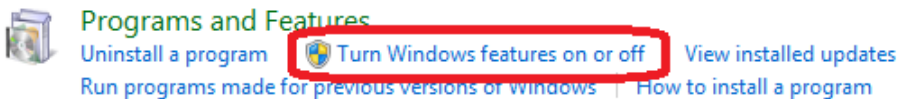


Configuration

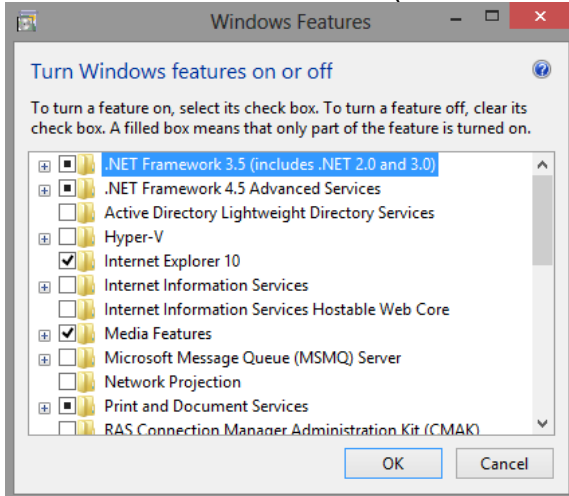
.Net Framework 3.5

Enable the (Microsoft) .NET Framework 3.5 feature if it is not already enabled:

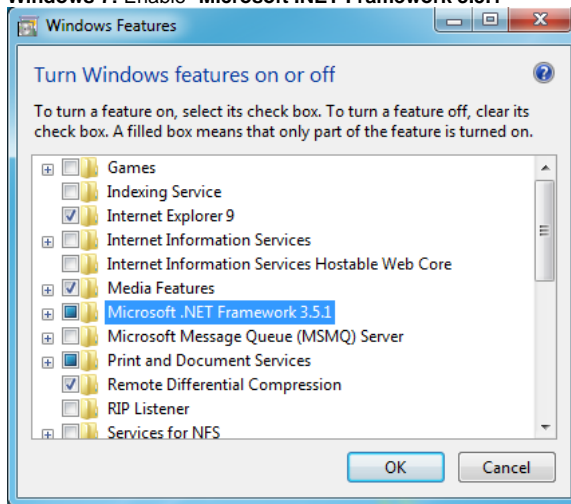
- Go to **Control Panel -> Programs**
- Click on **"Turn Windows features on or off"**



- **Windows 8:** Enable **".NET Framework 3.5 (includes .NET 2.0 and 3.0)"**



- **Windows 7: Enable "Microsoft .NET Framework 3.5.1"**



Windows and DirectX SDK Environment Variables

After the installation of the various Windows (and DirectX) SDKs, you should have the following Environment Variables:

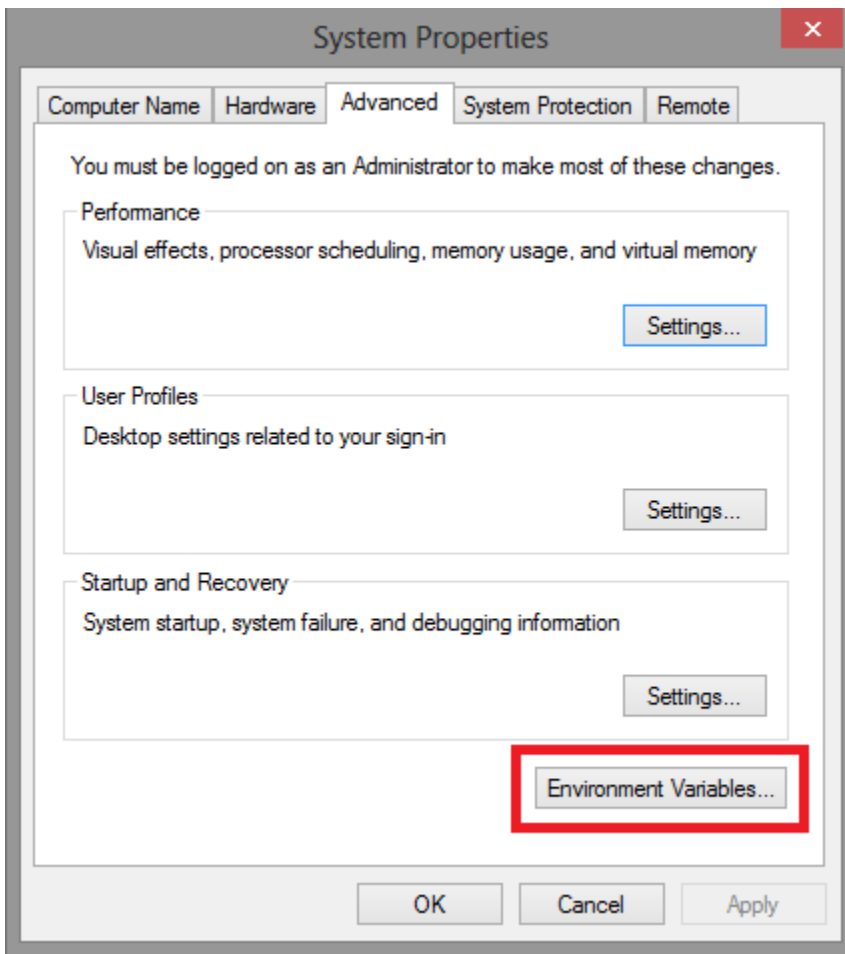
Windows SDK 7.1:

```
WINDOWS_SDK C:\Program Files\Microsoft SDKs\Windows\v7.1
```

DirectX SDK:

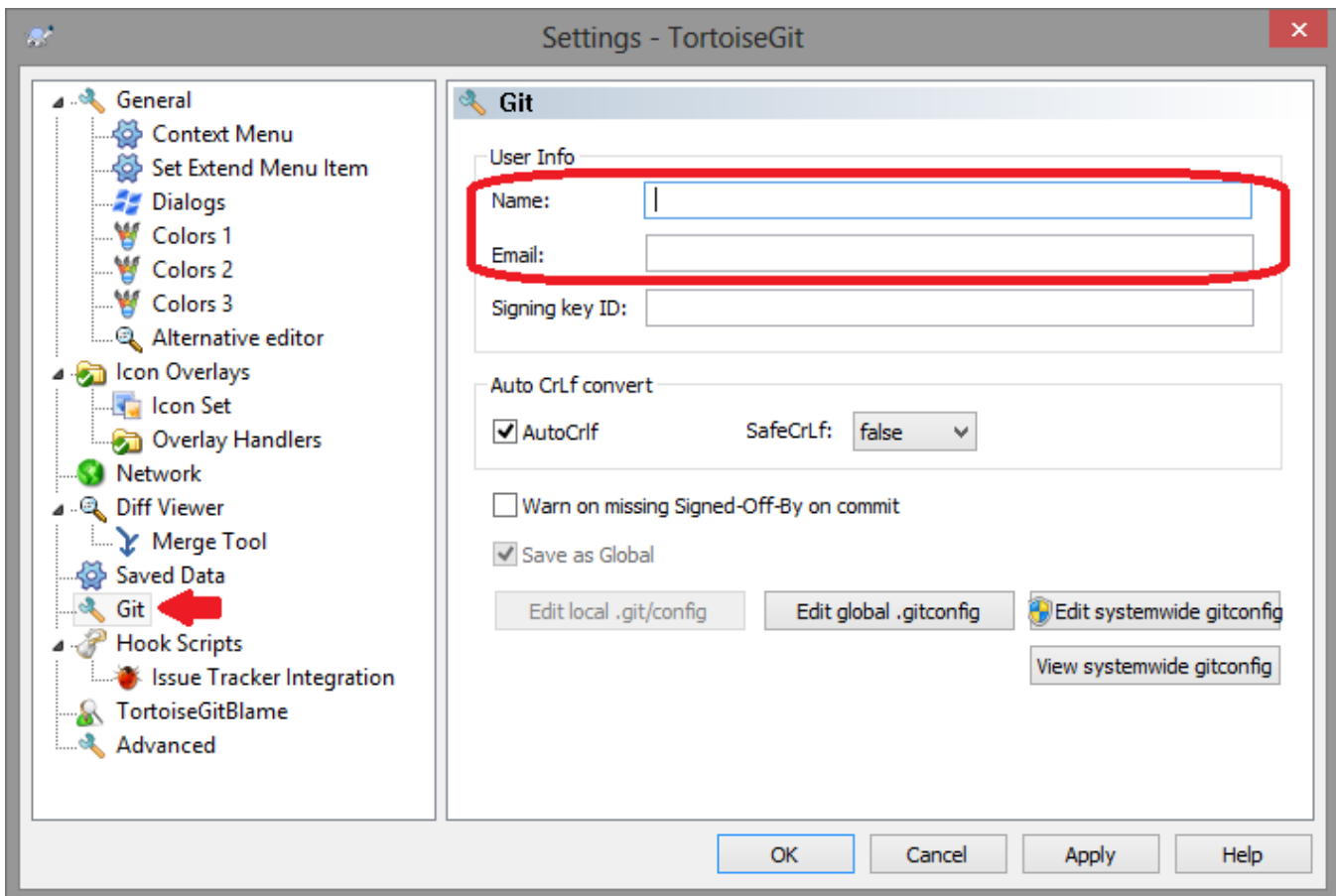
```
DXSDK_DIR C:\Program Files (x86)\Microsoft DirectX SDK (June 2010)
```

You can find the **Environment Variables** in **Control Panel** -> **System** -> **Advanced System Settings** and click on the button on the bottom.



TortoiseGit

- Right click anywhere (Explorer window or desktop) to open the context menu
- Select **TortoiseGIT -> Settings**
- On the **Settings** *screen, you select *Git from the menu on the left
- Enter your **Name** and **Email** from your GitHub account



(Click image to enlarge)

Note: The rest of the installed software doesn't need any special configuration.

Next Steps

Now that you've got everything setup and ready to go, take a look at the [Git FAQ](#) to learn:

- the [Git Structure - Master and Branches](#) - of our MediaPortal Git repository
- how to get a [Read Only Copy](#) of the source code from the MediaPortal 1 Git repository
- how to [Clone the MediaPortal 1 Git repository](#)

Changelog

Change	Date	Release
Visual Studio 2013	2015/02/17	1.11.0
Visual Studio 2015	2017/06/13	1.16.0