

# Building the Fastec SDK

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## FMT library

### MSVC

- You need cmake.
- Open a CMD window for your MSVC version.
- Change directory to your "<FiSDK>/3rd\_party" folder.
- Extract the fmt archive. At this time, that will be "fmt-7.1.3.zip".
- Change directory into the new folder and create a "build" folder.
- Run cmake. I used:  
> `cmake.exe .. -DCMAKE_INSTALL_PREFIX:PATH=. -DFMT_DOC=OFF -DFMT_TEST=OFF`
- Open and build the resulting FMT.sln

### MinGW

- You need cmake.
- Open a CMD window for your MinGW version.
- Change directory to your "<FiSDK>/3rd\_party" folder.
- Extract the fmt archive. At this time, that will be "fmt-7.1.3.zip".
- Change directory into the new folder and create a "build" folder.
- Run cmake. I used:  
> `cmake.exe .. -G "MinGW Makefiles" -DCMAKE_INSTALL_PREFIX:PATH=. -DFMT_DOC=OFF -DFMT_TEST=OFF -DCMAKE_BUILD_TYPE=RELEASE`
- Build and install the library:  
> `mingw32-make`  
> `mingw32-make install`

## WebSocket library

### MSVC

- You need cmake.
- Change directory into the new folder and create a "build" folder.
- Open a CMD window for your MSVC version.
- Run cmake. I used:  
> `cmake.exe .. -DCMAKE_INSTALL_PREFIX:PATH=. -DLWS_WITH_SSL=0 -DLWS_WITHOUT_SERVER=1 -DLWS_WITHOUT_TESTAPPS=1 -DLWS_WITH_ZLIB=0 -DLWS_WITHOUT_EXTENSIONS=1 -DLWS_HAVE_PTHREAD_H=1 -DLWS_WITH_STATIC=0`
- Open and build the resulting libwebsockets.sln

### MinGW

- You need cmake.
- Open a CMD window for your MinGW version.
- Run cmake. I used:  
> `cmake.exe .. -G "MinGW Makefiles" -DCMAKE_INSTALL_PREFIX:PATH=. -DLWS_WITH_SSL=0 -DLWS_WITHOUT_SERVER=1 -DLWS_WITHOUT_TESTAPPS=1 -DLWS_WITH_ZLIB=0 -DLWS_WITHOUT_EXTENSIONS=1 -DLWS_HAVE_PTHREAD_H=1 -DLWS_WITH_STATIC=0 -DCMAKE_BUILD_TYPE=RELEASE`
- Build and install the library:  
> `mingw32-make`  
> `mingw32-make install`

## FiSDK

### MSVC

- You need cmake.
- You need to have already built the 3rd party libraries.
- Open a CMD window for your MSVC version.
- Run cmake. I used:  
> `cmake.exe .. -G "Visual Studio 16 2019" -DFASTEC_TURBO_STREAMING=1 -DLIBWEBSOCKETS_LIBRARIES=..\3rd_party\libwebsockets-3.2-stable\build\lib\websockets.lib -DLIBWEBSOCKETS_INCLUDE_DIRS=..\3rd_party\libwebsockets-3.2-stable\build\include -DLIBFMT_INCLUDE_DIRS=..\3rd_party\fmt-7.1.3\build\include -DLIBFMT_LIBRARIES=..\3rd_party\fmt-7.1.3\build\lib\fmt.lib -DLIBFMT_LIBRARIES_DEBUG=..\3rd_party\fmt-7.1.3\build\lib\fmt.lib`
- Open and build the resulting fidsk.sln