

# MK-CONFIGURE (MK-C) – lightweight, easy to use alternative for GNU Autotools

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# About this presentation

- ▶ It is a part of official documentation. Latest version is available for download from here  
**<http://mova.org/~cheusov/pub/mk-c/mk-c.pdf>**
- ▶ part 1: Introduction
- ▶ part 2: A number of samples of use
- ▶ part 3: More complete list of features, TODO and more.

# Concepts behind mk-configure

## Design principles and goals

- ▶ **I detest code generation** as in Autotools and CMake! **Library approach** is used instead.
- ▶ Written in **bmake**, portable version of **NetBSD make(1)**, and UNIX tools. **No heavy dependencies** like python, ruby and perl. As a programming language bmake is not as powerful as RuPyPe, but **bmake+sh is good enough** for this task.
- ▶ Basic principles are **similar to traditional bsd.\*.mk files**. Actually mk-c contains heavily reworked Mk files from NetBSD.
- ▶ **Portability** to all UNIX-like systems.
- ▶ **KISS**. Only about 4000 lines of code.

# Concepts behind mk-configure

## Design principles and goals

- ▶ mk-configure is not only for end-users and packagers but for developers too. So, one of the main goals is to provide a convenient **tool for development**.
- ▶ Declarative approach of writing Makefile(s). Build and installation process is controlled with a help of special variables and bmake's include files.
- ▶ **Cross-compilation**.
- ▶ **Extensibility**. Extensions to mk-configure are implemented using bmake include files and standard UNIX tools, i.e. shell, awk, sed, grep etc. when needed.
- ▶ MK-C is **Easy to use**. Only one command is needed to build a project — **mkcmake**. **Only Makefile(s)** are needed for specifying build instructions.

# Concepts behind mk-configure

## Negative side-effects

- ▶ End-users/packagegers have to install bmake and mk-configure to build applications based on mk-configure.

## Example 1: Hello world application

### Source code

#### Makefile

```
PROG =      hello

.include <mkc.prog.mk>
```

#### hello.c

```
#include <stdio.h>

int main (int, char **)
{
    puts ("Hello World!");
    return 0;
}
```

# Example 1: Hello world application

## How it works

```
$ export PREFIX=/usr SYSCONFDIR=/etc  
$ mkcmake  
checking for compiler type... gcc  
checking for program cc... /usr/bin/cc  
cc      -c hello.c  
cc      -o hello hello.o  
$ ./hello  
Hello World!  
$ DESTDIR=/tmp/fakeroot mkcmake install  
for d in _ /tmp/fakeroot/usr/bin; do  test "$d" = _ ||  
    install -d "$d";  done  
install  -c -s  -o cheusov -g users -m 755  
    hello /tmp/fakeroot/usr/bin/hello  
$
```

Supported targets: all, clean, cleandir (distclean), install, uninstall, installdirs, depend etc.

## Example 2: Application using non-standard strcpy(3)

### Source code

#### files in the directory

```
$ ls -l
total 12
-rw-r--r--  1 cheusov  users  158 May  2 15:04 Makefile
-rw-r--r--  1 cheusov  users  187 May  2 15:05 main.c
-rw-r--r--  1 cheusov  users  332 May  2 15:09 strcpy.c
$
```

#### Makefile

```
PROG =                strcpy_test
SRCS =                main.c

MKC_SOURCE_FUNCLIBS =  strcpy
MKC_CHECK_FUNCS3 =     strcpy:string.h

.include <mkc.prog.mk>
```



## Example 2: Application using non-standard strlcpy(3)

### Source code

#### main.c

```
#include <string.h>

#ifdef HAVE_FUNC3_STRLCOPY_STRING_H
size_t strlcpy(char *dst, const char *src, size_t siz);
#endif

int main (int argc, char** argv)
{
    /*    Use strlcpy(3) here    */
    return 0;
}
```

## Example 2: Application using non-standard strlcpy(3)

### How it works on Linux

```
$ CC=icc mkmkmake
```

```
checking for compiler type... icc
```

```
checking for function strlcpy... no
```

```
checking for func strlcpy ( string.h )... no
```

```
checking for program icc... /opt/intel/cc/10.1.008/bin/icc
```

```
icc -c main.c
```

```
icc -c strlcpy.c
```

```
icc -o strlcpy_test main.o strlcpy.o
```

```
$ echo _mkc_*
```

```
_mkc_compiler_type.err _mkc_compiler_type.res
```

```
_mkc_func3_strlcpy_string_h.c
```

```
_mkc_func3_strlcpy_string_h.err
```

```
_mkc_func3_strlcpy_string_h.res
```

```
_mkc_funclib_strlcpy.c _mkc_funclib_strlcpy.err
```

```
_mkc_funclib_strlcpy.res _mkc_prog_cc.err _mkc_prog_cc.res
```

```
$
```

## Example 2: Application using non-standard strlcpy(3)

### How it works on NetBSD

```
$ mkcmake
```

```
checking for compiler type... gcc
```

```
checking for function strlcpy... yes
```

```
checking for func strlcpy ( string.h )... yes
```

```
checking for program cc... /usr/bin/cc
```

```
cc -DHAVE_FUNC3_STRLCPY_STRING_H=1      -c main.c
```

```
cc -o strlcpy_test main.o
```

```
$
```

## Example 3: Application using plugins

Source code

Makefile

```

PROGRAM =      myapp

MKC_CHECK_FUNCLIBS =      dlopen:dl

.include <mkc.configure.mk>

.if ${HAVE_FUNCLIB.dlopen:U0} ||
    ${HAVE_FUNCLIB.dlopen.dl:U0}
CFLAGS += -DPLUGINS_ENABLED=1
.endif

.include <mkc.prog.mk>

```

## Example 3: Application using plugins

### How it works on QNX

```
$ mkcmake
checking for compiler type... gcc
checking for function dlopen ( -ldl )... yes
checking for function dlopen... no
checking for program gcc...
      /usr/qnx650/host/qnx6/x86/usr/bin/gcc
gcc -DPLUGINS_ENABLED=1      -c myapp.c
gcc -o myapp myapp.o -ldl
$
```

## Example 3: Application using plugins

### How it works on OpenBSD

```
$ mkcmake
```

```
checking for compiler type... gcc
```

```
checking for function dlopen ( -ldl )... no
```

```
checking for function dlopen... yes
```

```
checking for program cc... /usr/bin/cc
```

```
cc -DPLUGINS_ENABLED=1      -c myapp.c
```

```
cc -o myapp myapp.o
```

```
$
```

## Example 4: Support for shared libraries and C++

### Source code

#### Makefile

```
LIB = foobar
SRCS = foo.cc bar.cc baz.cc

MKPICLIB ?= no
MKSTATICLIB ?= no

SHLIB_MAJOR = 1
SHLIB_MINOR = 0

.include <mkc.lib.mk>
```

## Example 4: Support for shared libraries

How it works on Solaris with SunStudio compiler

```
$ mkcmake
```

```
checking for compiler type... sunpro
```

```
checking for program CC... /opt/SUNWspro/bin
```

```
CC -c -KPIC foo.cc -o foo.os
```

```
CC -c -KPIC bar.cc -o bar.os
```

```
CC -c -KPIC baz.cc -o baz.os
```

```
building shared foobar library (version 1.0)
```

```
CC -G -h libfoobar.so.1
```

```
    -o libfoobar.so.1.0  foo.os bar.os baz.os
```

```
ln -sf libfoobar.so.1.0 libfoobar.so
```

```
ln -sf libfoobar.so.1.0 libfoobar.so.1
```

```
$
```



## Example 4: Support for shared libraries

### How it works on Darwin

```
$ mkmake
```

```
checking for compiler type... gcc
```

```
checking for program c++... /usr/bin/c++
```

```
c++      -c -fPIC -DPIC foo.cc -o foo.os
```

```
c++      -c -fPIC -DPIC bar.cc -o bar.os
```

```
c++      -c -fPIC -DPIC baz.cc -o baz.os
```

```
building shared foobar library (version 1.0)
```

```
c++ -dynamiclib -install_name
```

```
    /usr/local/lib/libfoobar.1.0.dylib
```

```
    -current_version 2.0 -compatibility_version 2
```

```
    -o libfoobar.1.0.dylib  foo.os bar.os baz.os
```

```
ln -sf libfoobar.1.0.dylib libfoobar.dylib
```

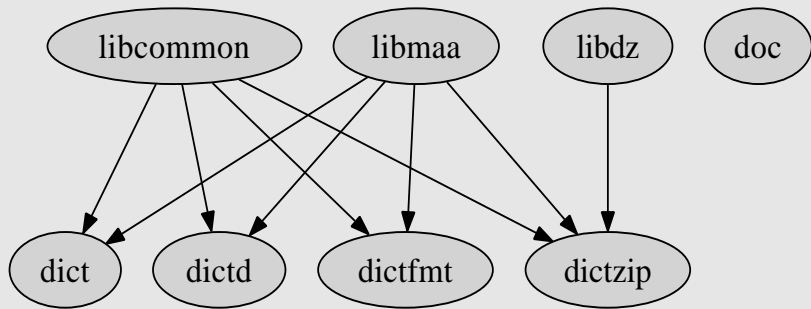
```
ln -sf libfoobar.1.0.dylib libfoobar.1.dylib
```

```
$
```

## Example 5: Big project consisting of several subprojects

### Dependency graph for all subprojects

This project consists of several subprojects: dict, dictd, dictfmt, dictzip, libdz, libmaa and libcommon. libcommon contains common code for executables and should not be installed.



## Example 5: Big project consisting of several subprojects

### Files and directories

```
$ ls -l
total 4
drwxr-xr-x 2 cheusov users 1 Jan 26 12:01 dict
drwxr-xr-x 2 cheusov users 1 Jan 26 12:01 dictd
drwxr-xr-x 2 cheusov users 1 Jan 26 12:01 dictfmt
drwxr-xr-x 2 cheusov users 1 Jan 26 12:01 dictzip
drwxr-xr-x 2 cheusov users 1 Jan 26 12:03 doc
drwxr-xr-x 2 cheusov users 1 Jan 26 12:01 libcommon
drwxr-xr-x 2 cheusov users 1 Jan 26 12:01 libdz
drwxr-xr-x 2 cheusov users 1 Jan 26 12:01 libmaa
-rw-r--r-- 1 cheusov users 306 Jan 26 12:03 Makefile
$
```

## Example 5: Big project consisting of several subprojects

### Source code

#### Makefile

```
SUBPRJ =    libcommon:dict    # dict depends on libcommon
SUBPRJ +=   libcommon:dictd
SUBPRJ +=   libcommon:dictzip
SUBPRJ +=   libcommon:dictfmt
SUBPRJ +=   libmaa:dict
SUBPRJ +=   libmaa:dictd
SUBPRJ +=   libmaa:dictfmt
SUBPRJ +=   libmaa:dictzip
SUBPRJ +=   libdz:dictzip
SUBPRJ +=   doc

.include <mkc.subprj.mk>
```

## Example 5: Big project consisting of several subprojects

### Source code

#### libcommon/Makefile

```
# Internal static library that implements functions
# common for dict, dictd, dictfmt and dictzip applications

LIB =          common
SRCS =         str.c iswalnum.c # and others

MKINSTALL =   no # Do not install internal library!

.include <mkc.lib.mk>
```

#### libcommon/linkme.mk

```
PATH.common :=      ${.PARSEDIR}

CPPFLAGS +=         -I${PATH.common}/include
DPLIBDIRS +=        ${PATH.common}
```

## Example 5: Big project consisting of several subprojects

### Source code

#### libmaa/Makefile

```
LIB =      maa
SRCS =     set.c prime.c log.c # etc.

INCS =     maa.h

SHLIB_MAJOR = 1
SHLIB_MINOR = 2
SHLIB_TEENY = 0

# list of exported symbols
EXPORT_SYMBOLS = maa.sym

.include <mkc.lib.mk>
```

#### libmaa/linkme.mk

```
PATH.maa :=      ${.PARSEDIR}
CPPFLAGS +=      -I${PATH.maa}
DPLIBDIRS +=     ${PATH.maa}
```

## Example 5: Big project consisting of several subprojects

### Source code

libmaa/maa.sym

```
hsh_create
hsh_destroy
hsh_insert
hsh_delete
hsh_retrieve
...
lst_create
lst_destroy
lst_insert
...
set_create
set_destroy
set_add
set_union
...
```

## Example 5: Big project consisting of several subprojects

### Source code

#### libdz/Makefile

```
LIB = dz
SRCS = dz.c

INCS = dz.h

MKC_REQUIRE_HEADERS = zlib.h
MKC_REQUIRE_FUNCLIBS = deflate:z
EXPORT_SYMBOLS = dz.sym
SHLIB_MAJOR = 1
SHLIB_MINOR = 0
LDADD = -lz

.include <mkc.lib.mk>
```

#### libdz/linkme.mk

```
PATH.dz := ${.PARSEDIR}
CPPFLAGS += -I${PATH.dz}
DPLIBDIRS += ${PATH.dz}
```



## Example 5: Big project consisting of several subprojects

### Source code

#### dictzip/Makefile

```
PROG =    dictzip
MAN =     dictzip.1

.include "../libcommon/linkme.mk"
.include "../libdz/linkme.mk"
.include "../libmaa/linkme.mk"

DPLIBS +=      -lcommon -ldz -lmaa

.include <mkc.prog.mk>
```

## Example 5: Big project consisting of several subprojects

How it fails ;-)

```
$ mkcmake errorcheck-dictzip
=====
errorcheck ==> libcommon
...
errorcheck ==> libmaa
...
=====
errorcheck ==> libdz
checking for header zlib.h... no
checking for function deflate ( -lz )... no
checking for function deflate... no
ERROR: cannot find header zlib.h
ERROR: cannot find function deflate:z
...
$ echo $?
1
$
```

## Example 5: Big project consisting of several subprojects

### How it works

```
$ mkcmake dictzip
```

```
...
```

```
=====
```

```
all ==> libdz
```

```
...
```

```
checking for header zlib.h... yes
```

```
checking for function deflate ( -lz )... yes
```

```
...
```

```
=====
```

```
all ==> dictzip
```

```
...
```

```
cc -I../libcommon -I../libdz -I../libmaa -c dictzip.c
```

```
cc -L/tmp/hello_dictd/libcommon -L/tmp/hello_dictd/libdz
```

```
    -L/tmp/hello_dictd/libmaa -o dictzip
```

```
    dictzip.o -lcommon -lmaa -ldz
```

```
$
```

## Example 6: Support for Lua programming language

### Source code

#### Makefile

```
SCRIPTS =      foobar  # scripts written in Lua
LUA_LMODULES = foo bar # modules written in Lua
LUA_CMODULE =  baz     # Lua module written in C

.include <mkc.lib.mk>
```

## Example 6: Support for Lua programming language

### How it works

```
$ mkmake errorcheck
```

```
checking for program pkg-config...
```

```
    /usr/pkg/bin/pkg-config
```

```
checking for [pkg-config] lua... 1 (yes)
```

```
checking for [pkg-config] lua --cflags...
```

```
    -I/usr/pkg/include
```

```
checking for [pkg-config] lua --libs...
```

```
    -Wl,-R/usr/pkg/lib -L/usr/pkg/lib -llua -lm
```

```
checking for [pkg-config] lua --variable=INSTALL_LMOD...
```

```
    /usr/pkg/share/lua/5.1
```

```
checking for [pkg-config] lua --variable=INSTALL_CMOD...
```

```
    /usr/pkg/lib/lua/5.1
```

```
checking for compiler type... gcc
```

```
checking for header lua.h... yes
```

```
checking for program cc... /usr/bin/cc
```

```
$
```

## Example 6: Support for Lua programming language

### How it works

```
$ export PREFIX=/usr/pkg  
$ mkcmake all  
cc -DHAVE_HEADER_LUA_H=1 -I/usr/pkg/include  
    -c -fPIC -DPIC baz.c -o baz.os  
building shared baz library (version 1.0)  
cc -shared -Wl,-soname -Wl,libbaz.so.1 -o baz.so  baz.os  
    -Wl,-R/usr/pkg/lib -L/usr/pkg/lib -llua -lm  
$
```

## Example 6: Support for Lua programming language

### How it works

```
$ mkmake install DESTDIR=/tmp/fakeroot
```

```
...
```

```
$ find /tmp/fakeroot -type f
```

```
/tmp/fakeroot/usr/pkg/bin/foobar
```

```
/tmp/fakeroot/usr/pkg/lib/lua/5.1/baz.so
```

```
/tmp/fakeroot/usr/pkg/share/lua/5.1/foo.lua
```

```
/tmp/fakeroot/usr/pkg/share/lua/5.1/bar.lua
```

```
$
```

## Example 7: Custom tests and sizeof of system types

### Source code

#### Makefile

```
MKC_CUSTOM_DIR      = ${.CURDIR}/checks

# m4 supports -P flag (GNU, NetBSD)
M4                   ?= m4 # overridable (gm4)
MKC_REQUIRE_CUSTOM += m4P
MKC_CUSTOM_FN.m4P    = m4P.sh
.export: M4

# __attribute (({con,de}structor))
MKC_REQUIRE_CUSTOM += constructor destructor

# sizeof
MKC_CHECK_SIZEOF     = char short int long void* long-long

LIB                   = mylib
CFLAGS                += -DM4_CMD="'${M4}'"
.include <mkc.lib.mk>
```



## Example 7: Custom tests and sizeof of system types

Source code

Files in checks/ subdirectory

```
$ ls checks/  
constructor.c  
destructor.c  
m4P.sh  
$
```

## Example 7: Custom tests and sizeof of system types

### Source code

checks/m4P.sh

```
#!/bin/sh

input (){
    cat <<'EOF'
m4_define(fruit, apple)
fruit
EOF
}

M4=${M4-m4}

if input | ${M4} -P | grep ^apple > /dev/null; then
    echo 1
else
    echo 0
fi
```

## Example 7: Custom tests and sizeof of system types

### Source code

#### checks/constructor.c

```
void __attribute ((constructor))  
    dummy (void)  
{  
}
```

#### checks/destructor.c

```
void __attribute ((destructor))  
    dummy (void)  
{  
}
```

## Example 7: Custom tests and sizeof of system types

### How it works on FreeBSD

```
$ mkcmake
```

```
checking for compiler type... gcc
```

```
checking for sizeof char... 1
```

```
checking for sizeof short... 2
```

```
checking for sizeof int... 4
```

```
checking for sizeof long... 4
```

```
checking for sizeof void*... 4
```

```
checking for sizeof long long... 8
```

```
checking for custom test m4P... 0 (no)
```

```
checking for custom test constructor... 1 (yes)
```

```
checking for custom test destructor... 1 (yes)
```

```
checking for program cc... /usr/bin/cc
```

```
ERROR: custom test m4P failed
```

```
*** Error code 1
```

```
...
```

```
$
```

## Example 7: Custom tests and sizeof of system types

How it works on FreeBSD with GNU m4

```
$ M4=gm4 mckmake
```

```
checking for compiler type... gcc
```

```
checking for sizeof char... 1
```

```
checking for sizeof short... 2
```

```
checking for sizeof int... 4
```

```
checking for sizeof long... 4
```

```
checking for sizeof void*... 4
```

```
checking for sizeof long long... 8
```

```
checking for custom test m4P... 1 (yes)
```

```
checking for custom test constructor... 1 (yes)
```

```
checking for custom test destructor... 1 (yes)
```

```
checking for program cc... /usr/bin/cc
```

```
...
```

```
$
```

## Example 8: Portable version of AWK from NetBSD

<http://mova.org/~cheusov/pub/mk-configure/nbawk/>

### Makefile (part 1)

```

PROG = awk
SRCS = awkgram.y b.c lex.c lib.c main.c parse.c
      proctab.c run.c tran.c
YHEADER = yes

MKC_COMMON_DEFINES.Linux = -D_GNU_SOURCE
MKC_COMMON_HEADERS = ctype.h stdio.h string.h
MKC_CHECK_FUNCS1 = __fpurge:stdio_ext.h fpurge isblank
MKC_CHECK_FUNCS3 = strlcat
MKC_SOURCE_FUNCLIBS = fpurge strlcat

WARNS=          4
WARNERR=        no # do not treat warnings as errors

MKC_REQD=       0.19.0 # mk-configure>=0.19.0 is required
... # to be continued on the next slide
```

## Example 8: Portable version of AWK from NetBSD

<http://mova.org/~cheusov/pub/mk-configure/nbawk/>

### Makefile (part 2)

```
... # beginning is on the previous slide
.include <mkc.configure.mk>

.if ${HAVE_FUNC1.isblank:U0}
CPPFLAGS += -DHAS_ISBLANK
.endif

.if !${HAVE_FUNC1.fpurge:U1} &&
    !${HAVE_FUNC1.__fpurge.stdio_ext_h:U1}
MKC_ERR_MSG+= "fpurge(3) cannot be found"
.endif

CPPFLAGS +=      -I.
LDADD +=         -lm

.include <mkc.prog.mk>
```

## Example 8: Portable version of AWK from NetBSD

run.c

```
--- nbawk-20100903/run.c.orig
+++ nbawk-20100903/run.c
@@ -40,6 +40,14 @@
#include "awk.h"
#include "awkgram.h"

#ifdef HAVE_FUNC1_FPURGE
int fpurge (FILE *stream);
#endif
+
#ifdef HAVE_FUNC3_STRLCAT
size_t strlcat(char *dst, const char *src, size_t size);
#endif
+
#define tempfree(x)    if (istemp(x)) tfree(x); else

void stdinit(void);
```



## Example 8: Portable version of AWK from NetBSD

fpurge.c

```
#include <stdio.h>

#if HAVE_FUNC1__FPURGE_STDIO_EXT_H
#include <stdio_ext.h>
#endif

int fpurge(FILE *stream);

int fpurge(FILE *stream)
{
    #if HAVE_FUNC1__FPURGE_STDIO_EXT_H
        __fpurge (stream);
        return 0;
    #else
        #error "cannot find fpurge(3), sorry"
    #endif
}
```

## Example 8: Portable version of AWK from NetBSD

strcpy.c

If you need this code, you know where to get it from! ;-)

## Example 8: Portable version of AWK from NetBSD

### How it works on Linux

```
$ mkcmake
```

```
checking for compiler type... gcc
```

```
checking for function fpurge... no
```

```
checking for function strlcat... no
```

```
checking for func __fpurge ( stdio_ext.h )... yes
```

```
checking for func fpurge... no
```

```
checking for func isblank... yes
```

```
checking for func strlcat... no
```

```
checking for program yacc... /usr/bin/yacc
```

```
...
```

```
cc -Wall -Wstrict-prototypes ...
```

```
    -I. -D_GNU_SOURCE -c awkgram.c
```

```
...
```

```
cc -o awk awkgram.o ... fpurge.o strlcat.o -lm
```

```
$ ./awk
```

```
usage: ./awk [-F fs] [-v var=value] [-f progfile  
    | 'prog'] [file ...]
```

```
$
```

# Features

1. Automatic detection of OS features (**mkc.configure.mk**)
  - ▶ **header presence** (MKC\_{CHECK,REQUIRE}\_HEADERS)
  - ▶ **function declaration** (MKC\_{CHECK,REQUIRE}\_FUNCS[n])
  - ▶ **type declaration** (MKC\_{CHECK,REQUIRE}\_TYPES)
  - ▶ **structure member** (MKC\_{CHECK,REQUIRE}\_MEMBERS)
  - ▶ **variable declaration** (MKC\_{CHECK,REQUIRE}\_VARS)
  - ▶ **define declaration** (MKC\_{CHECK,REQUIRE}\_DEFINES)
  - ▶ **type size** (MKC\_CHECK\_SIZEOF)
  - ▶ **function implementation in the library**  
(MKC\_{CHECK,REQUIRE}\_FUNCLIBS and MKC\_SOURCE\_FUNCLIBS)
  - ▶ **checks for programs** (MKC\_{CHECK,REQUIRE}\_PROGS)
  - ▶ **user's custom checks**  
(MKC\_{CHECK,REQUIRE}\_CUSTOM)
  - ▶ **built-in checks** (MKC\_CHECK\_BUILTINS), e.g. endianness, prog\_flex, prog\_bison, prog\_gawk or prog\_gm4)

# Features

2. Building, installing, uninstalling, cleaning etc. Supported targets: **all**, **install**, **uninstall**, **clean**, **cleandir** (**distclean**), **installdirs**, **depend** and others.
3. Building **standalone programs** (**mkc.prog.mk**), **static**, **shared** and **dynamically loaded libraries** (**mkc.lib.mk**) using **C**, **C++**, **Objective C**, **Pascal** and **Fortran** compilers. Shared libraries support is provided for numerous OSes: **NetBSD**, **FreeBSD**, **OpenBSD**, **DragonFlyBSD**, **MirOS BSD**, **Linux**, **Solaris**, **Darwin** (MacOS-X), **Interix**, **Tru64**, **QNX**, **HP-UX**, **Cywin** (no support for shared libraries and DLLs yet) and compilers: **GCC**, **Intel C/C++** compilers, **Portable C compiler** AKA **pcc**, **DEC C/C++ compiler**, **HP C/C++ compiler**, **Oracle SunStudio** and others.

# Features

4. Handling **man** pages, **info** manuals and **POD** documents.
5. Handling **scripts** as well as **plain text files**, i.e. installing, uninstalling and handling **.in files** (replacing, for example, **@bindir@**, **@sysconfdir@**, **@version@** fragments with real values).
6. **Cross-building**. mk-configure itself doesn't run target system executables, so you can freely use cross-tools (compiler, linker etc.). You can also override/set any variable initialized by mk-configure.
7. Support for **pkg-config**.
8. Support for **Lua** programming language.
9. Support for **yacc** and **lex**.

# Features

11. Support for projects with multiple subprojects (**mkc.subprj.mk** and **mkc.subdir.mk**).
12. Special targets `bin_tar`, `bin_targz`, `bin_tarbz2`, `bin_zip`, `bin_deb` creates `.tar`, `.tar.gz`, `.tar.bz2`, `.zip` archives and `.deb` package (on Debian Linux).
13. Parts of mk-configure functionality is accesible via individual programs, e.g. **mkc\_install**, **mkc\_check\_compiler**, **mkc\_check\_header**, **mkc\_check\_funclib**, **mkc\_check\_decl**, **mkc\_check\_prog**, **mkc\_check\_sizeof** and **mkc\_check\_custom**.

# MK-CONFIGURE in real world

Packagers are welcome! ;-)

NetBSD make (bmake) is packaged in the following OSes:

- ▶ FreeBSD, pkgsrc (NetBSD, DragonFlyBSD...) (**devel/bmake**)
- ▶ Gentoo Linux, Fedora Linux, AltLinux
- ▶ Debian/Ubuntu  
deb <http://movs.org/~cheusov/pub/debian lenny main>  
deb-src <http://movs.org/~cheusov/pub/debian lenny main>

mk-configure is packaged in the following OSes

- ▶ FreeBSD, pkgsrc (NetBSD, DragonFlyBSD...) (**devel/mk-configure**)
- ▶ Debian/Ubuntu  
deb <http://movs.org/~cheusov/pub/debian lenny main>  
deb-src <http://movs.org/~cheusov/pub/debian lenny main>



# MK-CONFIGURE in real world

## Real life samples of use

- ▶ Lightweight modular malloc Debugger.  
<http://sourceforge.net/projects/lmdbg/>  
<http://pkgsrc.se/wip/lmdbg/>
- ▶ NetBSD version of AWK programming language, ported to other Operating Systems.  
<http://mova.org/~cheusov/pub/mk-configure/nbawk/>
- ▶ Modules support for AWK programming language  
<http://sourceforge.net/projects/runawk/>  
<http://pkgsrc.se/lang/runawk/>
- ▶ Tool for distributing tasks over network or CPUs  
<http://sourceforge.net/projects/paexec/>  
<http://pkgsrc.se/wip/paexec/>

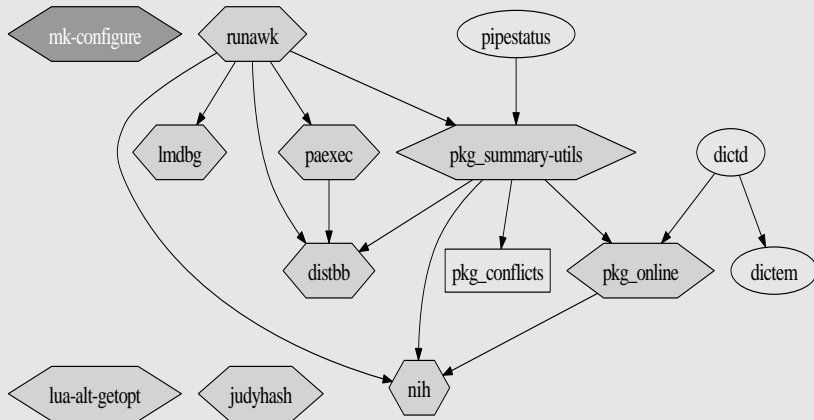
# MK-CONFIGURE in real world

## Real life samples of use

- ▶ Distributed fault tolerant bulk build tool for pkgsrc  
<http://mova.org/~cheusov/pub/distbb/>  
<http://pkgsrc.se/wip/distbb/>
- ▶ Client/server package search system for pkgsrc  
[http://mova.org/~cheusov/pub/pkg\\_online/](http://mova.org/~cheusov/pub/pkg_online/)  
[http://pkgsrc.se/wip/pkg\\_online-client/](http://pkgsrc.se/wip/pkg_online-client/)  
[http://pkgsrc.se/wip/pkg\\_online-server/](http://pkgsrc.se/wip/pkg_online-server/)
- ▶ Any project based on traditional **bsd.{prog,lib,subdir}.mk** can easily be converted to mk-configure.

# MK-CONFIGURE in real world

My opensource projects using mk-configure (filled hexagon),  
Mk files (box) and others (oval)



# MK-C needs your help ;-)

- ▶ Packagers are welcome (Linux distros, OpenBSD etc.)
- ▶ MK-C distribution contains **a lot of regression tests and samples of use** (samples are used for testing too).  
**Shell accounts** on "exotic" UNIX-like platforms are needed (AIX, HP-UX, non-ELF BSDs, IRIX, Solaris, Hurd etc.) for testing and development.
- ▶ Review of the documentation. At the moment only mk-configure(7), samples/ and this presentation are available.
- ▶ sf.net provides two mailing lists:  
**mk-configure-help** and **mk-configure-discuss**.
- ▶ TODO file in the distribution is full of tasks.

The END.