

# How I cross-compiled Kurento Media Server for Windows

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# A lot of modules and dependencies

- kms-core
  - gstreamer-1.5
  - libiconv
  - libnice
- kurento-media-server
  - gst-plugins-base-1.5
  - boost
  - SQLite
- kurento-filters
  - gst-plugins-good-1.5
  - libffi
  - libsigc++
- kurento-elements
  - gst-plugins-bad-1.5
  - Glib, Glibmm
  - libopus
- kms-jsonrpc
  - gst-plugins-ugly-1.5
  - gettext
  - OpenCV
- jsoncpp
  - openwebrtc-gst-plugins-1.5
  - gcc
  - libsoup
- Libxml2
  - OpenSSL
- usrsctp
  - winpthreads
- libevent
  - libvpx

# Ideas

- To cross-compile KMS from Fedora using MinGW compiler
- Build prototype using handmade Makefiles then use CMake

# Pros. of cross-compiling using Fedora

- We have Linux environment and package manager
- Fedora has a lot of ready-to-use packages prebuilt with MinGW

```
sudo dnf install autoconf mingw32-filesystem cmake mingw32-gcc-c++
maven mingw32-boost gettext-devel bison flex mingw32-glib2 mingw32-
orc mingw32-libtheora mingw32-libvorbis mingw32-opus mingw32-
libsigc++20 mingw32-glibmm24 yasm mingw32-openssl indent astyle
```

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# Build using handmade Makefiles

- I wrote huge Makefiles manually
- Used vanilla GStreamer

# Tweaks I had to do:

- libuuid (uuid\_generate, uuid\_unparse) → rpcrt4 (CoCreateGuid, UuidToStringA, RpcStringFree)
- ushort, uint → unsigned short, unsigned or guint etc.
- <sys/socket.h>, <arpa/inet.h> → <ws2tcpip.h>, <winsock2.h>
- Link against -lws2\_32 -liphpapi
- Use –no-undefined flag, don't use –dl and -fPIC
- %ld, %zd, %hhx → G\_GUINT64\_FORMAT, G\_GSIZE\_FORMAT
- Define -DWIN32\_LEAN\_AND\_MEAN=1

# Standard CMake + Autotools way

- For Autotool-based cases, simple **autogen.sh + mingw32-configure + make + make install** scenario works
- For libvpx this magic works:

```
eval `rpm --eval %{mingw32_env}`  
export AS=yasm  
../configure \  
--target=x86-win32-gcc \  
--prefix=/usr/i686-w64-mingw32/sys-root/mingw/
```

# Standard CMake + Autotools way

- For CMake-controlled KMS modules:

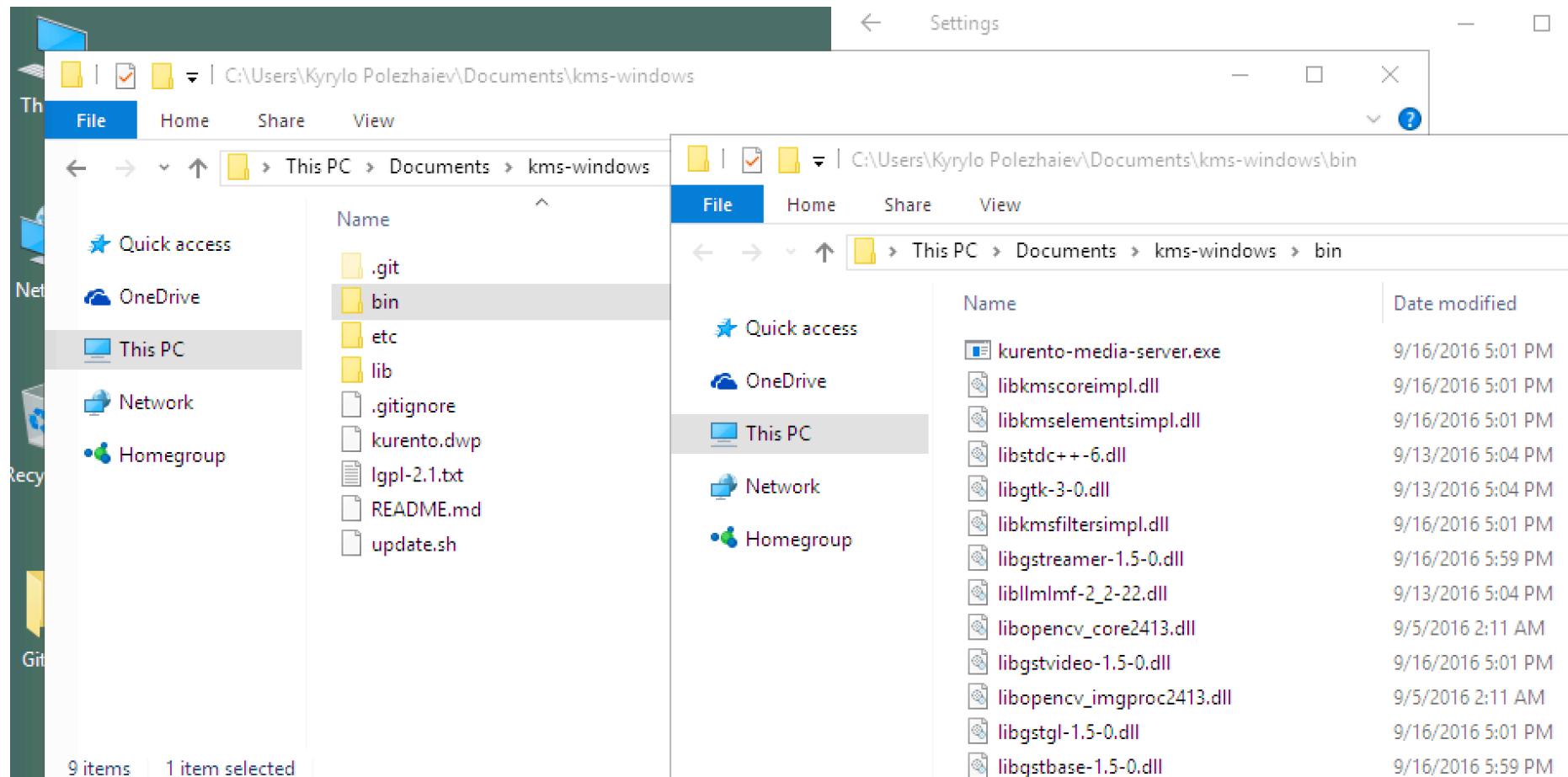
```
mingw32-cmake -DCMAKE_BUILD_TYPE=Release \
-DCMAKE_MODULE_PATH=\
/usr/i686-w64-mingw32/sys-root/mingw/share/cmake-3.5/Modules/ \
-DCMAKE_INSTALL_PREFIX=\
/usr/i686-w64-mingw32/sys-root/mingw \
-DKURENTO_MODULES_DIR=\
/usr/i686-w64-mingw32/sys-root/mingw/share/kurento/modules/ \
<path>
```

# Tweaks to CMakeFiles

- Explicitly defined some libraries STATIC
- Explicitly link \*endpoints with -Ikmsdpagent -lgstsdp-1.5.dll
- Replaced linking order for some libs

# Prepare Distro

- After everything is build, it's installed in  
`/usr/i686-w64-mingw32/sys-root/mingw/`
- Take `kurento-media-server.exe` and some of `.dlls` to `bin/`
- Put needed GStreamer plugins into `lib/gstreamer-1.5/`
- Put Kurento modules into `lib/kurento/modules/`
- Put configuration files into `etc/kurento/` and  
`etc/kurento/modules/kurento`



# Debug Problems

- Can not test Winsock 2 on Wine
- Difficult to use & navigate sources on Windows

# Debug

- Take gdbserver.exe provided by Fedora MinGW package and put into Windows machine near kurento-media-server.exe
- Make sure Windows firewall allows gdbserver and KMS listen ports.
- Run gdbserver.exe like that:

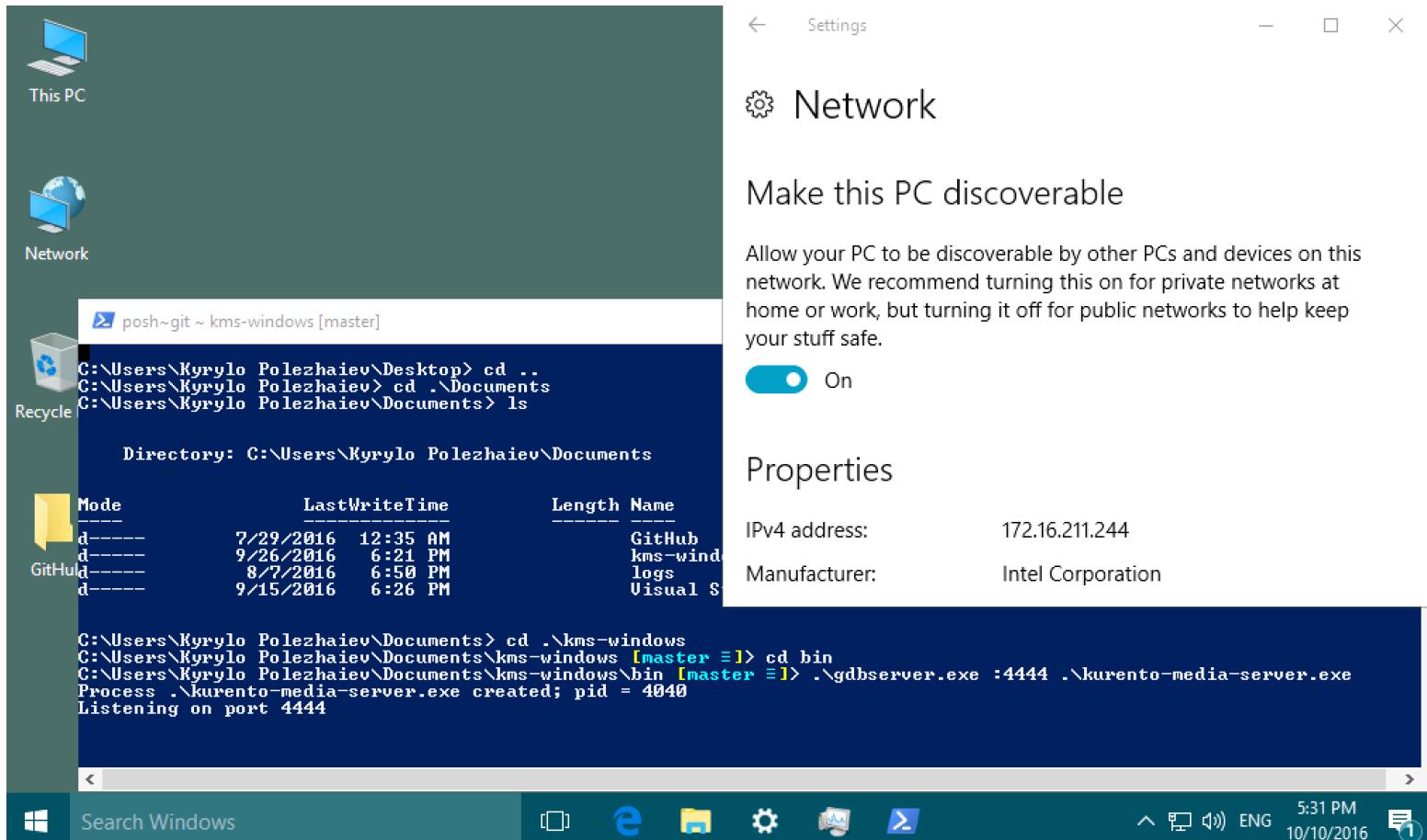
```
gdbserver.exe :4444 kurento-media-server.exe
```

- Connect to it via gdb, specifying something like:

```
set target-file-system-kind dos-based
```

```
target remote 172.16.211.244:4444
```

# Don't select text in Console Window! 😊



```
ky@localhost:~/Developer/kurento-porting/kms-windows/bin
[ky@localhost libnice]$ cd
[ky@localhost ~]$ cd Developer/GS
bash: cd: Developer/GS: No such file or directory
[ky@localhost ~]$ cd Developer/kurento-porting/
[ky@localhost kurento-porting]$ ls
distro-prep kms-elements kms-windows kurento-gstreamer vanilla-deps
extra kms-filters kurento reserved copy of repos
[ky@localhost kurento-porting]$ cd kms-windows/
[ky@localhost kms-windows]$ cd bin/
[ky@localhost bin]$ cgdb -ex "set target-file-system-kind dos-based" -ex "target
remote 172.16.211.244:4444"
```

```
374 static void
375 remove_recursive (const gchar * path)
376 {
377 - nftw (path, delete_file, 64, FTW_DEPTH | FTW_PHYS);
378 }
379
380 static GSList *
```

```
374 static void
375 remove_recursive (const gchar * path)
376 {
377 + if (path) {
378 +   nftw (path, delete_file, 64, FTW_DEPTH | FTW_PHYS);
379 + }
380 }
381
382 static GSList *
```

## To do:

- Make KMS work as standard Windows Service
- Fix random sequences generation
- Fix paths-related problems

Thank you!

You can come closer and take a look how it works