

# Usage for Windows

Work in progress

- [Moving the WebObjects frameworks from a Mac to a Windows machine](#)
- [Create the file structure on your Windows machine](#)
- [Install Eclipse and WOLips](#)
- [Notes](#)

## Moving the WebObjects frameworks from a Mac to a Windows machine

The WebObjects frameworks are part of the Xcode tools distribution (available on the Mac OS X DVD, or as a download from Apple, see below) which cannot be installed on a Windows (or any Linux/UNIX variant) machine directly. So, before developing on Windows, you will need to get access on a Mac, make a archive of the frameworks and move this archive to your Windows machine. You can extract the frameworks from XCode without having to install them on the intermediate Mac.

- Obtain Xcode 2.5 (if you want to work with WebObjects 5.3), or Xcode 3.0 (if you want to work with WebObjects 5.4) at [ADC](#) – these are in the form of large (about 1 GB) disk images. Note that you will need to sign up for an ADC membership, but the "online" membership is free.
- Mount, on a Mac, the DMG file. Then, for XCode 2.5 / Mac OS X Tiger:

```
cp /Volumes/Xcode\ Tools/Packages/Packages/WebObjectsRuntime.pkg/Contents/Archive.pax.gz /tmp
cd /tmp
unzip Archive.pax.gz
pax -r -f Archive.pax
tar cf WebObjectsRuntime.tar Library System
cp WebObjectsRuntime.tar -> Windows
```

... and for XCode 3.0 / Mac OS X Leopard (since Installer packages are created differently in Leopard):

```
mkdir -p /tmp/wo ; cd /tmp/wo
xar -vxf "/Volumes/Xcode Tools/Packages/WebObjectsRuntime.pkg" ; pax -rzf Payload
tar cf WebObjectsRuntime.tar Library System
cp WebObjectsRuntime.tar -> Windows
```

## Create the file structure on your Windows machine

1) Create the structure:

```
C:\Apple
C:\Apple\Local\Library\Frameworks (equivalent to /Library/Frameworks on the Mac)
C:\Apple\Library\Frameworks (equivalent to /System/Library/Frameworks on the Mac)
```

2) Copy all the frameworks from /System/Library/Frameworks on a Mac that are named Java\* except for JavaScriptCore and JavaVM to C:\Apple\Library\Frameworks

```
mv WebObjectsRuntime.tar/Library/* C:\Apple\Local\Library\Frameworks
mv WebObjectsRuntime.tar/System/Library/* C:\Apple\Library\Frameworks
```

3) If you copied a 5.2, you will need to put a Windows License.key in JavaWebObjects.framework/Resources. If you copied a 5.3, I think it's a universal license key.

4) Create a wobuild.properties file in C:\Documents and Settings\<<your user>\Library with the contents:

```
wo.woroot=C:/Apple
wo.wolocalroot=C:/Apple/Local
wo.wosystemroot=C:/Apple
wo.homeroot=C:/Temp
eclipse.home=C:/Programs Files/eclipse
wo.dir.library.frameworks=C:/Apple/Library/Frameworks
```

## Install Eclipse and WOLips

Install [Eclipse and WOLips](#)

## Notes

That should be it, I think? The things that are problematic right now on Windows:

- 1) The `woproject/*.patternset` don't work quite right on Windows with older versions of WOLips. If you don't have subfolders in your Resources/Components/etc, you can work around it by converting `Components/**/*/etc/**` to `Components/*`, same w/ Resources and WebServerResources. Alternatively you can use a recent nightly build of WOLips where this bug has been fixed.
- 2) Couple images have backgrounds that should not
- 3) Outline view in component editor is not right
- 4) `AutoOpenInBrowser` doesn't work unless you override `Application._isSupportedDevelopmentPlatform` to return true

I THINK that was it, but there might have been a couple other misc items .. I'll have to go back through and doublecheck.