NAME

ExtUtils::MM_Win32 - methods to override UN*X behaviour in ExtUtils::MakeMaker

SYNOPSIS

```
use ExtUtils::MM_Win32; # Done internally by ExtUtils::MakeMaker if needed
```

DESCRIPTION

See ExtUtils::MM_Unix for a documentation of the methods provided there. This package overrides the implementation of these methods, not the semantics.

Overridden methods

dlsyms

replace_manpage_separator

Changes the path separator with .

maybe_command

Since Windows has nothing as simple as an executable bit, we check the file extension.

The PATHEXT env variable will be used to get a list of extensions that might indicate a command, otherwise .com, .exe, .bat and .cmd will be used by default.

find_tests

The Win9x shell does not expand globs and I'll play it safe and assume other Windows variants don't either.

So we do it for them.

init_DIRFILESEP

Using \ for Windows.

init_others

Override some of the Unix specific commands with portable ExtUtils::Command ones.

Also provide defaults for LD and AR in case the %Config values aren't set.

LDLOADLIBS's default is changed to $Config{libs}.

Adjustments are made for Borland's quirks needing -L to come first.

init_platform (o)

Add MM_Win32_VERSION.

platform_constants (o)

special_targets (o)

Add .USESHELL target for dmake.

static_lib (o)

Changes how to run the linker.

The rest is duplicate code from MM_Unix. Should move the linker code to its own method.

dynamic_lib (o)

Complicated stuff for Win32 that I don't understand. :(

clean

Clean out some extra dll.{base,exp} files which might be generated by gcc. Otherwise, take out all *.pdb files.

init_linker

perl_script

> Checks for the perl program under several common perl extensions.

xs_o (o)

> This target is stubbed out. Not sure why.

pasthru (o)

> All we send is -nologo to nmake to prevent it from printing its damned banner.

oneliner (o)

> These are based on what command.com does on Win98. They may be wrong for other Windows shells, I don't know.

max_exec_len

> nmake 1.50 limits command length to 2048 characters.

os_flavor

> Windows is Win32.