

# Raylib

- [Definitions when working with Windows.h](#)
- [CrossCompiling from Linux](#)
- [LINKING ON BUILD \(MUST USE C-STD-LIB\)](#)

# Definitions when working with Windows.h

```
// GODTIER COMMENT DUE TO SDHARED NAMES
// https://github.com/raysan5/raylib/issues/1217

#if defined(_WIN32)
    #define NOGDI        // All GDI defines and routines
    #define NOUSER       // All USER defines and routines
#endif

#include <blibstd.h>
#include <blibhash.h>
#include <blibwin.h>

#if defined(_WIN32)        // raylib uses these names as function parameters
    #undef near
    #undef far
#endif

#include <raylib.h>
```

# CrossCompiling from Linux

May need to override AR and CC.

```
sudo make PLATFORM=PLATFORM_DESKTOP PLATFORM_OS=WINDOWS
```

# LINKING ON BUILD (MUST USE C-STD-LIB)

You must link to RAYLIB and to GDI32

<https://github.com/raysan5/raylib/discussions/2492>

-lraylib -lgdi32 -lwinmm