

---

Subject: Re: Running IDE under FreeBSD  
Posted by [thawkins](#) on Mon, 28 Nov 2005 02:18:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hmmm, its just me being stupid.

First I used a snapshot rather than the linux source, so there where some missing files

ide/language[.hpp,.cpp], plugins/z/z.h and plugins/png/png.h which had me guessing for a while.

I switched to the linux dist source, and then ran into something that always catches me out everytime, bsd "make" != linux "make", bsdmake is unique to bsd, whereas linux make tends to be gmake... so switching to gmake fixed all the .i and .tpp issues, caused by bsdmake not pruning unnessacary make targets from the targets lists, when there where no implicit make rules and the target already existed.

I'm just chasing down some issues with loff\_t not being defined for 64 file operations, but it seems to be happy so far.

---