Subject: Re: Compiling 32-bit on 64-bit Linux
Posted by mdelfede on Sat, 26 Jul 2008 17:46:26 GMT

luzr wrote on Sat, 26 July 2008 14:48Actually, it is much easier than I thought...

The trick is to add " -m32" to the "Compiler name" in build methods. This switches the compiler (and linker) to 32-bit mode.

A little bit harder part is installing missing libraries. For this to happen, make sure to add "/usr/lib32" to your Libraries paths in build method and then perhaps the best is to install U++ on 32-bit system (e.g. another partition) and to copy missing libraries from it. Tedious process, but should work. (I must admit I tested only with console app I need for work).

Whether you can package 32-bit .debs on 64-bit system is just another question

Mirek

No need to install 32 bit ubuntu... There are some a 32 bit compatibility package on ubuntu that installs all 32 bit libraries.
Well.. I don't know which of them are needed, but if you do a

sudo apt-get build-dep wine

I guess you'll have all what you need. That one installs all build dependencies for wine package, whic is a 32 bit one and uses, I think, about 90% of libraries

Ciao

Max