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Subject: Re: upp-x11-src-1965.tar.gz and compiling under Debian Lenny  
Posted by [mr\\_ped](#) on Fri, 29 Jan 2010 14:09:05 GMT  
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luzr wrote on Fri, 29 January 2010 14:45IMO, not bad. The only possible question is how GTK under KDE matches other GTK apps...

Mirek

This is the good thing about virtualbox ... \*some\* things are really easy to try + capture. (if it does boot, I already had 1 kernel panic very early during boot ... weird)

Gedit under KDE3.5:

I generally like the NOGTK U++ look much better in this case, this really feels like bad mix of old X11 crossed with old Solaris, this takes me back to 1993 (sitting behind VTxxx graphics terminals with keyboard which had Fkeys up to F20 ), except the icons on buttons. The NOGTK does look somewhere between W2k and WinXP, maybe after some color tweaking it would be as good as XP classic (i.e. it looks like 2001).

Still I think even the NOGTK is not good enough IMHO.

The GTK under Gnome is quite ok, I think that's a presentable look even today.

Now I think maybe I miss some KDE package which helps the GTK apps to mimick KDE better? I will try to check it out.

EDIT: yes, the "gtk-qt-engine" was not installed, I will try it and post another post with it enabled.

Also I noticed my mouse does get sometimes invisible boundary box, so I can't move to some area of screen, if I move the mouse several times here and there, the bbox does change a bit, eventually letting me go anywhere. I think this is absolutely not U++ related, but somewhere in vbox+debian+kde .. and I'm not sure, but I think it happened in gnome too.

Quote:So you managed to get U++ to build with NOGTK? I had no success with that. Or did you only build DbfView with NOGTK?

I did build NOGTK TheIDE too, but inside the GTK Ide, so it was just simple matter of switching the main config.

Didn't run into any problems, all required dev libs were already in place since building the GTK one. (this is "installed" IDE from 1965 source tarball, I mean that "make install" local user installation)

Then I did build the NOGTK DbgView in the NOGTK IDE, although judging from how it went there's no difference in GTK/NOGTK IDEs in my Debian, just visual. Both can build other packages in any configuration and execute them.

## File Attachments

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1) [Gedit\\_Kde3\\_5.PNG](#), downloaded 678 times

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