
Subject: Re: Building 32 bit apps on Ubuntu64
Posted by [mdelfede](#) on Thu, 07 Oct 2010 21:30:08 GMT
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A note : libnotify is needed *only* for gui apps, I think.

On console apps it's better to omit the -ldbus-glib-1 stuffs, so if they're not present on target the app can work.

I'd like to have a way to automate this stuff... by now, if I compile a gui app without the -ldbus-glib-1 the linker complains about missing symbols from libnotify.

On console app the build process is ok in both cases but then, with -ldbus-glib-1, the app NEEDS that library even if it don't use it.....

I've succesfully built an SCGI (console) app in my ubuntu64 in 32 bit mode, sent to my web virtual 32 bit server with CENTOS installed and it worked like a charm

Ciao

Max
