
Subject: Re: Building 32 bit apps on Ubuntu64
Posted by [mdelfede](#) on Fri, 08 Oct 2010 19:26:33 GMT
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dolik.rce wrote on Fri, 08 October 2010 20:39
mdelfede wrote on Fri, 08 October 2010 19:44
It would be nice to test on a "clean" ubuntu install to see the complete list of needed packages and make a script to install them.... And maybe to make automatically a GCC32 builder.
I can add the GCC32 build method into the amd64 packages. It should be quite simple if you send me the file (GCC32.bmc).

Honza

Hi Honza,

the problem are dependencies AND the libnotify, in particular.
And adding all 32 bit dependencies to 64 bit package seems overkilling.
Maybe an additional package that provides just the GCC32 build method and all required 32 bit dependencies would be great.
That one could be an ide-version-independent package.

BTW, there's still the libnotify problem that I couldn't solve completely.... on GUI apps you need it, and you MUST include in linker option the "-ldbus-glib-1", otherwise you get linker errors.
On console apps it's not needed and, if you include by default, the console app will run just when dbus-glib-1 is present.

I really don't understand why the "-l dbus-glib-1" is needed on commandline, it should be requested automatically by libnotify, but.....

Max

Edit : I'll add anyways both .bm files

File Attachments

- 1) [GCC32.zip](#), downloaded 340 times
