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Subject: Re: Building 32 bit apps on Ubuntu64  
Posted by [mdelfede](#) on Fri, 08 Oct 2010 20:41:04 GMT  
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Novo wrote on Fri, 08 October 2010 22:14 I'm personally getting different linking issues including not correctly installed libz.so

```
$ ls -l /usr/lib32/libz.so  
lrwxrwxrwx 1 root root 20 2010-10-08 16:04 /usr/lib32/libz.so -> /lib/libz.so.1.2.3.3
```

getlibs is not a miracle after all.

No, getlibs isn't a miracle at all

I guess the best would be to setup a clean ubuntu64 box, install IA32-LIBS and then install missing libs by hand one by one annotating them.  
When the list is ready, we can create a script that to the job.

BTW, If I remember, I had to add a soft link from a .so.xx.yy to a .so library (don't remember which )

IMHO it would be quite good to have a 32 bit build method, it's useful to build apps designed, for example, to run on a remote linux box.

@dolik-rce : hmmm... I can't test that one reliably, as I have my box full of 32 bit libs, mostly because of wine builds  
But, we could test all that on an usb stick with a clean ubuntu64....

Max

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