
Subject: Re: Building 32 bit apps on Ubuntu64
Posted by [Novo](#) on Sat, 09 Oct 2010 15:49:41 GMT
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mdelfede wrote on Fri, 08 October 2010 16:41

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.

IMHO TheIDE has GCC32 Builder (at least in my case).

What I personally would like to see is the ability to set up a target platform for a compiler in the builder configuration UI. That would let me to set up WIN32 target for the MinGW compiler on Linux. Now it is hardcoded to LINUX, I believe. This small change would make cross-compilation much easier. Instead of installing UPP under Wine I would be able to compile everything on Linux.
