
Subject: Re: Problem Launching stable IDE on OpenBSD 4.8-stable

Posted by [dolik.rce](#) on Mon, 25 Apr 2011 17:36:13 GMT

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So, here is the final Makefile

Actually all that was needed to be done was to use -O2 instead of -O3 optimizations...

Be aware, that theide compiled on OpenBSD suffers from the same bug as MacOS X version which causes the menus to be painted under the windows. To fix that change line 206 in uppsrc/CtrlCore/CtrlKbd.cpp from topwindow->SetWndForeground(); // cxl 2007-4-27toif(activate) topctrl->SetWndForeground(); // cxl 2007-4-27

I also noticed (and had to correct) some compile errors in ndisasm plugin, but since you already compiled theide without noticing that, you probably don't need to fix that...

Hopefully, now you can finally enjoy a working theide

Honza

File Attachments

1) [Makefile](#), downloaded 366 times
