
Subject: my app doesn't compile under Linux ubuntu 5.10

Posted by [forlano](#) on Tue, 23 May 2006 20:50:05 GMT

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Hello,

here [http://www.arilect.com/upp/forum/index.php?t=msg&th=1026 &start=0](http://www.arilect.com/upp/forum/index.php?t=msg&th=1026&start=0) I've posted my package that work pretty well under windows (with mingw compiler).

I tried to compile it under linux (ubuntu 5.10) but I get some error regarding the file .iml. It seems, say the compiler, I've redefined the images present in the *iml file. To say the truth I have non completely understood how the .iml works inside the package and the #define and #include that are used to let it to work. But it works under windows and it is OK. But why do not wotk under linux?

If somebody has time to loose with that package under linux should be aware to substituted in the file Newtournament.cpp

```
//#ifdef PRINT_DOS
    f1 = TD.PATHDIR + "\\www" + TD.FILETORNEO;
    mkdir(f1);
//#endif

//#ifdef LINUX
//    f1 = "mkdir " + TD.PATHDIR + "/www/" + TD.FILETORNEO;
//    system( f1 );
//#endif
```

with

```
//#ifdef PRINT_DOS
//    f1 = TD.PATHDIR + "\\www" + TD.FILETORNEO;
//    mkdir(f1);
//#endif

//#ifdef LINUX
    f1 = "mkdir " + TD.PATHDIR + "/www/" + TD.FILETORNEO;
    system( f1 );
//#endif
```

(a quick a dirty way to create a directory. Perhaps I should prefer the Mkdir method of FileSel class)

Luigi
