
Subject: Re: Compile for Unix on Windows?!?!?!?
Posted by [nlneilson](#) on Sun, 09 Dec 2012 16:08:12 GMT
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Compiling an app on Win XP or 7 has worked on Linux Ubuntu without a problem so far. AFAIR

I have not used PostgreSQL or even know what it is.
You do need the proper dependencies for the OS and 32 or 64bit if there is a difference.

The only time I have run into something similar is in a java app that used jogl which is the java interface to native ogl or Open Graphic library.

The jogl files for 32bit are the same for win and linux.
There is a set for 64bit win and also a set for 64bit linux.
Whatever they use for Apple, Plum, Android or whatever I don't know.

I made a directory for each, 'jogl' for 32bit, jogl-64 for win 64bit and jogl-64L for linux 64 bit.
One executable works on win or linux 32 or 64bit.
In a .bat or .bash file for each it uses the proper jogl files with
-Djava.library.path=./jogl-64 or ../jogl-64L

For testing I always use a .bat file with pause as the last line to run it or a .bash with 'read -p "end"
so if there is a problem you can see what it is.

Ubuntu is easy to install along side win. edit: make sure you the right 32 or 64bit.

Try compiling in win and then try and run it in linux or the other way around.
