Subject: Re: How do I compile umk.exe without theide (freebsd)?
Posted by Mindtraveller on Wed, 18 Jun 2014 15:50:19 GMT

I do make U++ based software under FreeBSD for some time. The best way I found is the following scheme:
1) ssh connection to production server (no X, just plain FreeBSD)
2) virtual machine (vmware in my case) with almost the same FreeBSD version as in production server, but with X+Gnome and other development software.
3) The development process and debugging is done under virtual machine. After code is ready, it is exported with Makefile.
4) Using rsync, exported sources are updated in production server.
5) Using ssh, an updated binary is built from new sources in production server.

It actually takes less than 30 seconds to export sources, rsync them to production and start rebuilding there (which is usually quick too).

P.S. Please consider switching from default GCC 4.2.1 to GCC 4.6/4.7 for better U++ compatibility.