
Subject: Re: U++ in Linux repos
Posted by [dolik.rce](#) on Thu, 26 Jun 2014 17:31:40 GMT
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jibe wrote on Thu, 26 June 2014 18:56: The version number is not displayed in the ide. I did some more tweaking. Right now, with the most recent version (7469-2) from the SL repository, I can see the version string in the ide binary when I extract it from the rpm. Can you try to install that version and look at the about box please? No need to remove the configuration files, just upgrade the package. The version should be "7469-ScientificLinux_6_standard-x86_64". I know it's bit long, but I just used the easy way to figure out what distro are we compiling for.

Also, there should now be correctly set macro IDE_VERSION (to the same value) in ide/version.h, if you have the upp-devel package installed.

jibe wrote on Thu, 26 June 2014 18:56: GCC.bm file is not good for 64 bits SL and CentOS. Can you send me your working version? It would make things much simpler for me, if I don't have to gather all the information about SL6 filesystem from the internet

Quote: I saw also that /usr/X11R6 is mentioned in GCC.bm. This seems to have no importance to compile "Animated Hello" example, but could be a problem with others applications as this folder doesn't exist on CentOS or SL.

Having non-existent directory in build-method is not a problem. They are simply ignored.

Again, thanks a lot for your feedback!

Honza
