Subject: Re: [fatal error:] on Centos 7
Posted by amrein on Thu, 29 Dec 2016 12:17:04 GMT
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To get theide and umk working out of the box, upp.spec needs to create its own GCC.bm.

The main differences between GCC.bm created by upp.spec and the one created inside the domake script explain why:

* The upp.spec file add this line to force the use of g++ or theide won't work out of the box:

COMPILER = "g++";

* The upp.spec force the use of libpng and libfreetype on Fedora to prevent error while linking. On Fedora:

DEBUG_LINK = "-lpng16 -lfreetype";
RELEASE_LINK = "-Wl,--gc-sections -lpng16 -lfreetype";

* The upp.spec replace the "zero" debugger with "gdb" because I can't find any "zero" debugger on main stream Linux rpm distributions:

DEBUGGER = "gdb";

* The upp.spec create the INCLUDE and LIB variables using pkg-config because includes and libraries are Linux distribution dependent.

INCLUDE = "$INCLUDEDIR";
LIB = "$LIBDIR";

* The upp.spec file doesn't force gcc to use c++11 and so the line << COMMON_CPP_OPTIONS = "-std=c++11"; >> is not included.

In fact, the best way for this would be to take the time to think about what's the best way to (1) package upp source (2) build upp (3) test upp. But not just for rpm based distributions but for all supported platforms (Linux, Windows, MacOS, ...). I think about templates, multi-threads compilation, virtual machines compiling last upp source (openSUSE Build Service for example), and more.