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Subject: Re: [fatal error:] on Centos 7

Posted by [MrSarup](#) on Fri, 30 Dec 2016 01:35:14 GMT

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Hello Amrein-Marie,

Thanks for giving me solution. Everything works fine and the binary can compile without problem. I have created a bash script to do this work. Thus, I could and will be able to repeat the boring work of writing commands.

I do think that there should be a much better possibility to work with this. There should be an installer which may be developed and modified with new versions. Only then new comers could have an instant start and problems may not be repeated. Alternatively speaking, some problems and time consuming task could be eradicated before.

I have added the c++11 option in GCC.bm file. It can compile with and without. I can make a debug and release as well.

Quote:

Someday you will run a command line like the following one, by mistake, and it will remove all your files...

Thats the last problem, in my case! Lets say if this happens, that so what? Gone are the days when I was so dramatically scared to work with servers. I have faced nightmares working with Redhat v3 in 1996/1997. We have a different technology available today.

I can restore the entire server with one single click from many images lying on my cloud hosting account. I can also make a backup of my server in Singapore or Los Angeles or Frankfurt, or vise versa and install it in other locations. These servers have identical setup.

The working scripts, etc. I have remains, as a master, on my workstation. A copy is uploaded on my server for playing and experimenting. With one click I upload it and I should be there, where I was before I may have issued a ridiculous command.

But if I do not login as root, then I have to write so many alphabets extra, you know! I need to keep on login, etc., changing permissions, etc... All a headache.

Being a lazy person fighting against the Time Monster, I fine is easier to login as root.

BTW, such a mistake has occurred NOT EVEN ONCE in the last 20 years of my Linux administration!

Apart from that, I wonder if you could make FPM packages, as I suggested in my earlier thread. That will help all. Since you have such a lot of experience in this area, making FPM would be wonderful.

My next exercise is to make a proxy transfer of data from a remote server on Windows workstation to SocketServer on Centos, and execute commands there, etc. For this, I am now really scared to invest more time with this forked and terrible difficult, but lovely, U++.

I wish you all - the users of U++ community - nice holidays and a happy start of the new year...

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