
Subject: Re: U++ 2017 beta

Posted by [amrein](#) on Wed, 04 Jan 2017 00:04:23 GMT

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The previous version has never broke in years! When a snapshot didn't compile, is was because of unmatched gcc or library version or because of source code errors.
To be clear, running 'make' gave the same error.

The difficult part for most people was to run the long rpmbuild command with its parameters. Now it's really easy to use: on all rpm based linux distributions yuu just run 'rpmbuild -ta snapshot.tar.gz'.

On Fedora rpmbuild will automatically use g++ and on other linux distributions it will use clang++ (to prevent the use of gcc < 4.9.0).

I modified the POSIX/X11 installation guide with topic++ so now most people will have their answer without asking in the forum.

In the future, I guess that I will have to revert back to gcc according to new linux distribution versions.

If you still want to remove upp-devel.spec than, well, does it really matter? If it's broken, at least rpm packagers will have something to start from. If you remove it, most people will use the standard 'make' procedure.

Is there a team responsible for U++ packaging? I would like to discuss automatic building on debian and other linux/bsd based distributions.

For example, the 'debian' file in root need to be renamed. Something like 'buildrequires.debian'. This 'debian' file prevents me from building a standard debian package because those packages need to have a debian directory with several files within...
