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Subject: Help!!! Building 32 bit apps on Ubuntu64  
Posted by [mayduavongts](#) on Tue, 08 May 2018 02:35:16 GMT  
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As it costed me some effort to find it out how to do it, I'll post the results here, just in case somebody needs it Smile

1) Create a new build method, naming it, for example, GCC32

2) Copy ALL settings from GCC build method to the newly created one (ALL, including include directories, flags, etc).

You can omit the LIB directories point, see later

3) Install IA32-LIBS package, it's available on repo. You'll still miss some libs... in particular this damn'd libnotify which costed me some effort.

4) Using getlibs command (install it from repo), install libnotify 32 bit library. You may need also libdbus-1 and libdbus-glib-1, I don't remember if I had them already installed or they were in IA32-LIBS repo. If you still get linker error after last point, just install them with getlibs.

5) in GCC32 build method, Add the following :

in "Debug options" add "-m32" (without quotes !)  
in "Optimize for speed" add "-m32" (without quotes !)  
in "Optimize for size" add "-m32" (without quotes !)  
in "Debug link options" add "-ldbus-glib-1"  
in "Release link options" add "-ldbus-glib-1"

wipe all contents of "LIB Directories" and put there these 2 lines :

/lib32  
/usr/lib32