
Subject: Re: Linux U++ libraries
Posted by [deep](#) on Sat, 28 Mar 2020 10:32:01 GMT
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Hi,

I did fresh install on lubuntu 16.04 and upp nightly 2 days ago

I followed these steps

```
apt install libgtk-3-dev
sudo bash buildrequires.debian
./domake
./doinstall
```

I the copied GCC.bom.in to ~/.upp/theide folder. renamed to GCC.bom

Every thing seems to work ok.

My BOM file. Default file without modification.

```
BUILDER = "GCC";
COMMON_CPP_OPTIONS = "-std=c++14";
DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "1";
DEBUG_OPTIONS = "-O0";
DEBUG_FLAGS = "";
RELEASE_BLITZ = "0";
RELEASE_LINKMODE = "1";
RELEASE_OPTIONS = "-O3 -ffunction-sections -fdata-sections";
RELEASE_SIZE_OPTIONS = "-Os -finline-limit=20 -ffunction-sections -fdata-sections";
RELEASE_FLAGS = "";
RELEASE_LINK = "-Wl,--gc-sections";
DEBUGGER = "gdb";
PATH = "";
INCLUDE = ""
LIB = "";
REMOTE_HOST = "";
REMOTE_OS = "";
REMOTE_TRANSFER = "";
REMOTE_MAP = "";
LINKMODE_LOCK = "0";
```