
Subject: Re: Runtime error: "undefined symbol: gdk_display_get_primary_monitor"
Posted by [Novo](#) on Fri, 11 Jun 2021 13:13:42 GMT

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If you build your app on an older version of OS and try to run it on a newer, then it should work in most cases.

But if you do the opposite (build on a newer and try to run on an older), then it is not supposed to work, because, obviously, old OS doesn't have stuff from the new one.

You need to build your app on Trisquel Linux 8 in order to make it work on it.

Useful command:

ldd your_app
