Subject: Re: [Question] Is compiling TheIDE as a 32-Bit Binary still supported?
Posted by MeerMusik on Wed, 08 Dec 2021 23:08:05 GMT

Partial Answer from myself: It is at least with GCC 11.2 and older not possible to build the IDE and UMK as 32-Bit Binaries. You will always run into this "Must be 64-Bit" Check with GLIBC and get an Assert:

/usr/include/glib-2.0/glib/gtypes.h: In function 'gboolean _GLIB_CHECKED_ADD_U64(guint64*, guint64, guint64)':
/usr/include/glib-2.0/glib/gtypes.h:463:47: error: static assertion failed: Expression evaluates to false
  463 | G_STATIC_ASSERT(sizeof (unsigned long long) == sizeof (guint64));
      | ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~^~~~~~~~~~~~~~~~~~~~
/usr/include/glib-2.0/glib/gmacros.h:823:46: note: in definition of macro 'G_STATIC_ASSERT'
  823 | #define G_STATIC_ASSERT(expr) static_assert (expr, "Expression evaluates to false")

Seems like an regression but as I am only interested in building the Libraries themself in 64-Bit and 32-Bit mode, I am not submitting a Bug / Regression Report to whoever fault it is this time around.

And Yes, all necessary Libs are installed as Multilib or Lib32 Variants of course.