
Subject: Use TheIDE on Windows Subsystem for Linux v2
Posted by [frederik.dumarey](#) on Mon, 05 Feb 2024 21:50:11 GMT
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Hello,

Just in case you were wondering: yes you can install TheIDE on WSLv2 with X11 support, so running a X11 window next to regular Windows forms.

I took a screenshot in attachment just in case you asked yourself how it looks like

I like it a lot, no need to install a second OS, very easy sharing of files between Windows & Linux subsystem, etc...

Here's how to (summarized), if you have problems let me know, I can try to help you out:

- install wsl2 on Windows 11 (wsl--install), this will enable the mini virtual machine manager, and install ubuntu as default distribution
- install flatpak, you can find detailed instructions here: <https://flathub.org/setup/Ubuntu>
- shutdown wsl: wsl -- shutdown
- restart wsl: wsl -- user [your_user_name] -> you need to provide the user name in order to make X11 work properly (and not making garbage on the screen)
- install TheIDE: flatpak install flathub org.ultimatepp.TheIDE
- run TheIDE: flatpak run org.ultimatepp.TheIDE

here in my case, the terminal did not want to install the extra libraries, so I did it manually in a separate terminal window: check the terminal window in order to copy/paste the apt-get install libraries you need.

After installation, just say "y" to continue, and happy you: TheIDE POSIX version is running on Windows next to your other Windows applications.

I did some simple tests, cli and gui, and all compiled well, and ran fantastically

File Attachments

1) [TheIDEwslEdition.jpg](#), downloaded 366 times

File Edit Project Build Debug Assist Setup Help

GUI CLANG Debug

- Clock
- Core
- CtrlCore
- CtrlLib
- Draw
- Painter
- PdfDraw
- RichText
- plugin/bmp
- plugin/png
- plugin/z
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>



main.cpp

```
OK 6 struct App : TopWindow {
7 {
8     w.DrawLine(sz2.cx, sz2.c
9             sz2.cx + int
10            sz2.cy - int
11            d, color);
12 }
13
14 void PaintCenteredText(Draw
15 {
16     Size tsz = GetTextSize(
17     w.DrawText(x - tsz.cx /
18 }
19
20 virtual void Paint(Draw& w)
21 {
22     Size sz = GetSize();
23     w.DrawRect(sz, SLtGray)
24     sz -= 6;
25     w.Offset(3, 3);
26     Size sz2 = sz / 2;
27     w.DrawEllipse(0, 0, sz.c
28     Font fnt = Arial(min(sz
29     for(int i = 1; i <= 12;
30         PaintCenteredText(w
31             sz
32             A
33     }
34     Date date = GetSysDate(
35     PaintCenteredText(w, sz
36         fnt()
37     double tm = double(GetSy
38     PaintPtr(w, tm / 60, 0.7
39     PaintPtr(w, tm / 3600, 0
40     PaintPtr(w, tm / 3600 /
41     w.End());
42 }
43
44 void Timer()
45 {
46     Refresh();
47 }
48
49 App()
50 {
51     SetRect(0, 0, 150, 150)
52     Sizeable().Zoomable();
53     PaintPtr(w, 0, 0);
```

C: main.cpp