
Subject: Re: Github workflow files for building U++ on Windows, Linux & MacOS
Posted by [Oblivion](#) on Sun, 29 Dec 2024 08:32:09 GMT

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Hello Klugier,

Quote: So far, I don't observe any issues with CircleCI, so probably it is not worth migrating to something else.

I'm not suggesting to move U++ CI to Github Actions.

What I'm really suggesting is (aside from providing some basic examples) that U++ apps can benefit from a simple installation & compilation script on Windows (such as the fast build script for UppTerm on linux).

The Windows github actions file I provided has such an implication.

Rationale: Users shouldn't have to use TheIDE or umk manually to build this or that U++ app or example on Windows.

Steps:

- 1) Download and extract U++ Windows build.
- 2) Download and extract the app's source code.
- 3) Run umk to build the app with U++ source code.

Step (1) assumes,

- a) at least a Windows 10 and powershell to build out of the box as curl is a part of Windows ver. >= 10.
- b) that U++ windows build is archived using tar, which is a part of Windows since ver 10 (build 17063) too. Currently, in order to unzip U++ Windows builds p7zip or similar external apps are required.

Step (2) assumes

- a) curl or mingit. The former is a part of Win ver. >= 10. The latter is a part of U++ bundle.

Step (3) requires an umk,

- a) capable of generating a base Windows build method files (debug/release) for the bundled CLANG.
- b) with fixed UppHub access (it seems to be broken ATM) for downloading necessary external U++ packages from UppHub.

In this way, I believe we can provide simple build scripts for U++ apps on Windows.

This is what I would like to discuss.

Ps. In short, I believe that umk is a powerful command line tool that can be used more effectively to promote U++. Not suprisingly, not everyone is interested in using or getting familiar with TheIDE in order to examine how powerful U++ apps are on Windows.

Best regards,
Oblivion
