
Subject: Building with LSB-SDK
Posted by [guido](#) on Mon, 19 Feb 2007 15:23:55 GMT
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Hi!

I try to build with the SDK for LSB-3.1 (Linux Standard Base).
The lsb-sdk is a set of headers and libraries installed in its own hierarchy in /opt/lsb. It covers gtk and qt with its assorted dependencies (glibc, libstdc++, libX11...).
The sdk also provides gcc wrappers lsbcc/lsbc++.

I entered /opt/lsb/bin/lsbc++ as compiler in "build methods".
That worked fine, but then it didn't find gtk headers for building chameleon.

I entered /opt/lsb/include/gtk-2.0 in INCLUDE field, but it didn't work. Also I was unsure, what kind of list it expects, space separated, colon, comma?

Building against the lsb sandbox is the way for ISVs on Linux. All else is gambling and likely to break sooner or later. So this is vital for upp to support properly and conveniently.

Guido
