
Subject: Help!!! Building 32 bit apps on Ubuntu64
Posted by [mayduavongts](#) on Tue, 08 May 2018 02:35:16 GMT
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As it costed me some effort to find it out how to do it, I'll post the results here, just in case somebody needs it Smile

- 1) Create a new build method, naming it, for example, GCC32
 - 2) Copy ALL settings from GCC build method to the newly created one (ALL, including include directories, flags, etc).
You can omit the LIB directories point, see later
 - 3) Install IA32-LIBS package, it's available on repo. You'll still miss some libs... in particular this damn'd libnotify which costed me some effort.
 - 4) Using getlibs command (install it from repo), install libnotify 32 bit library. You may need also libdbus-1 and libdbus-glib-1, I don't remember if I had them already installed or they were in IA32-LIBS repo. If you still get linker error after last point, just install them with getlibs.
 - 5) in GCC32 build method, Add the following :
- in "Debug options" add "-m32" (without quotes !)
in "Optimize for speed" add "-m32" (without quotes !)
in "Optimize for size" add "-m32" (without quotes !)
in "Debug link options" add "-ldbus-glib-1"
in "Release link options" add "-ldbus-glib-1"

wipe all contents of "LIB Directories" and put there these 2 lines :
/lib32
/usr/lib32