
Subject: linux desktops that work well with U++
Posted by [mtdew3q](#) on Sun, 10 May 2020 09:17:13 GMT
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Hi all-

I didn't have much luck with gnome. Therefore I stayed away from cinnamon and mate.

I found that Kubuntu and Xubuntu work really well.

I heard that Gnome crippled the use of certain types of files for launching apps because of security. I am not sure if everything has to be some kind of snap application that is 3rd party. I don't know what you do with gnome when you compile and build from source.

I got U++ to launch the ide, but when I went to execute, my app didn't display on gnome.

I am running ubuntu 18.04. Anyone else have similar issues or did you all get yours working on gnome? I tried KDE and got it working right away.

I am not looking for the answer to how to do it anymore. Just curious if anyone else uses gnome and it actually works.

thanks,
roboloki

Subject: Re: linux desktops that work well with U++
Posted by [Oblivion](#) on Sun, 10 May 2020 10:05:04 GMT
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My experience:

I've been using Gnome on my personal Linux machines (there are 4 of them now) almost exclusively for years.

They are all up-to-date (through Gnome ver. 3.32/3.34/3.36). Three of the them are ArchLinux, so they have a rolling release model, automatically updated every week (using cron jobs). One is a Fedora 30. I don't update that unless it is necessary (it is used as a server and has U++ and some private U++ code on it. They work just fine and stable too.).

All in all, everything is working just fine here. I even use Gnome Wayland on one of them with the latest Gnome/U++ (where the xwayland backend is now automatically used by U++).

Best regards,
Oblivion

Subject: Re: linux desktops that work well with U++
Posted by [pvictor](#) on Sun, 10 May 2020 11:15:40 GMT

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The problem may arise from the fact that GCC now by default compiles programs to shared object instead of executable.

This prevents some GUI file managers from running these programs.

I compile TheIDE with:

```
make -j 4 'LINKOPTIONS=-no-pie'
```

'LINKOPTIONS=-no-pie' makes it executable.

Also, I add

```
COMMON_LINK = "-no-pie";
```

to GCC.bm

As an additional bonus, the produced files are significantly smaller and perhaps faster.

Best regards,

Victor

Subject: Re: linux desktops that work well with U++
Posted by [mirek](#) on Sun, 10 May 2020 12:31:28 GMT

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mt dew3q wrote on Sun, 10 May 2020 11:17

I got U++ to launch the ide, but when I went to execute, my app didn't display on gnome.

Have you used posix .xz file and ./install ?

How do you execute your app? Have you tried U++ examples?

Mirek

Subject: Re: linux desktops that work well with U++
Posted by [mt dew3q](#) on Sun, 10 May 2020 16:45:29 GMT

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Hi all-

All very cool comments!
I will try gnome again
next weekend!

THNX
Roboloki

Subject: Re: linux desktops that work well with U++
Posted by [mtdew3q](#) on Sun, 10 May 2020 19:43:11 GMT
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Hi Mirek-

I tried installing posix 14429 stable build. I had mixed versions and that became a source of problems, but I corrected that. Mixed meaning that I had upp installed in two different directories. Now I only use 1 directory upp.

I like your system of installing. However, there is nothing in path, include, or libs in the build method. On different versions I have fooled with in the past, those values were already populated. I clicked yes to every prompt in the ./install script and ran it as sudo.

I basically used a program akin to fileroller and extracted contents into my home directory. It is basically self contained as it says in the README, so I don't know what is causing this.

Just thinking.. I will try a newer nightly build.

Any ideas?

thanks,
roboloki

File Attachments

1) [Screenshot_2020-05-10_16-20-02.png](#), downloaded 357 times

- Method
- GCC
- CLANG

Builder: GCC

Compiler name: g++

External debugger: gdb

Common options:

Common C++ options: -std=c++14

Common C options:

Common link options:

Common fixed flags:

Debug mode defaults
Default debug info level: Full Use BLITZ

Debug options: -O0

Debug fixed flags:

Debug link options:

Release mode defaults
 Use BLITZ

Release options: -O3 -ffunction-sections -fdata-sections

Release fixed flags:

Release link options: -Wl,--gc-sections

Allow precompiled headers Disable BLITZ

PATH - executable directories INCLUDE directories LIB

Lock link mode

Script file:

Store all target files in the same directory

Set as default

Subject: Re: linux desktops that work well with U++
Posted by [mtdew3q](#) on Sun, 10 May 2020 20:12:01 GMT
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Hi Mirek-

Here is another screenshot.

Hi this screenshot no longer is relevant. The only thing that is different now is there are no libraries or include directories by default. Not sure what I did!

Hi again, Mirek-

I am really liking the way you laid this out. I am studying the IDE files. I see that I had theide in bin. I removed it. Now everything is self contained in upp. I checked the .cache and .config in upp. For some reason my .bm file doesn't have those directories include and libraries.

That is all I can think of for now.

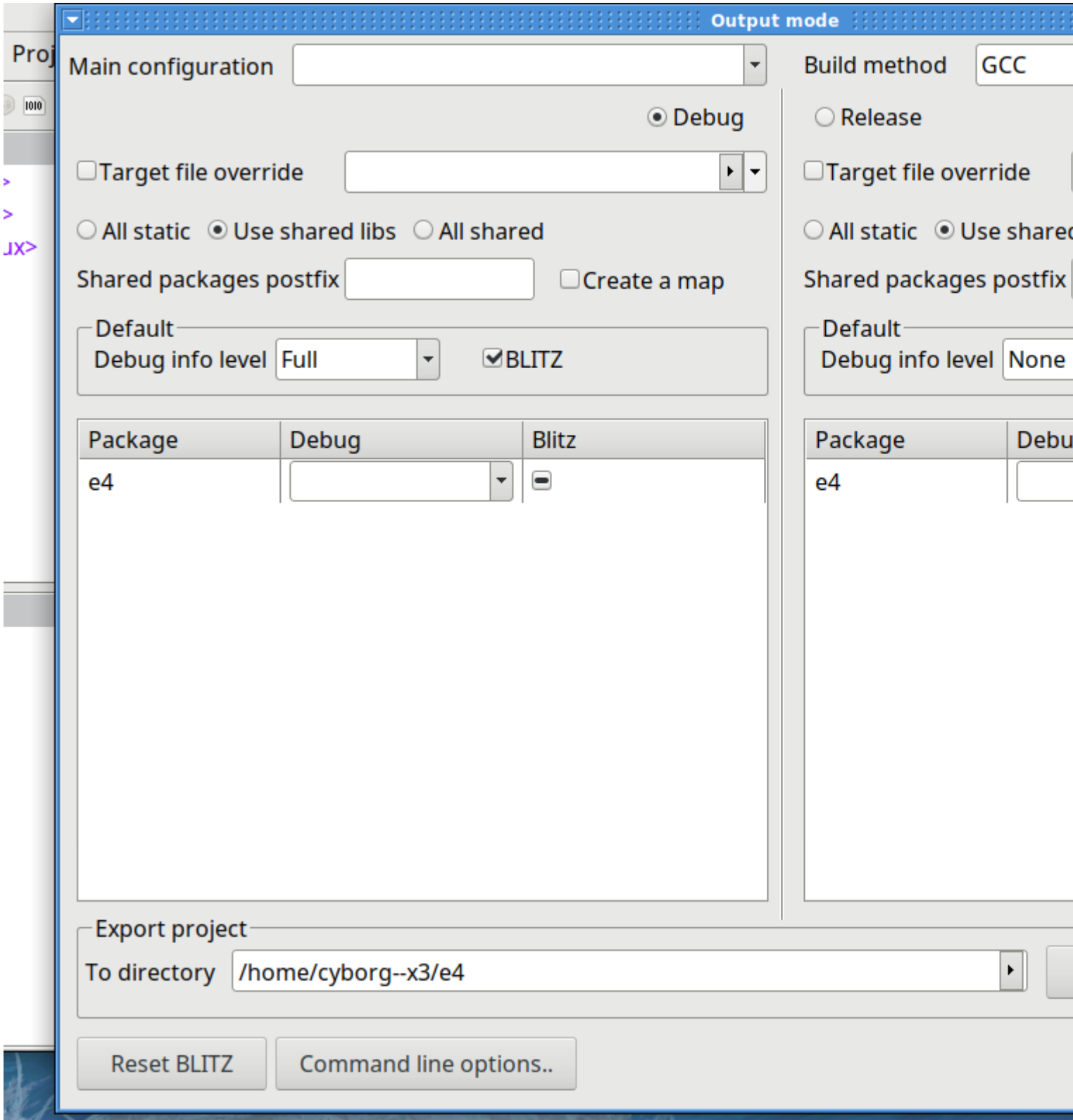
Hope you are having a cool weekend.

roboloki

thanks

File Attachments

1) [Screenshot_2020-05-10_16-05-32.png](#), downloaded 382 times



Subject: Re: linux desktops that work well with U++
Posted by [mirek](#) on Sun, 10 May 2020 23:21:37 GMT

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mt dew3q wrote on Sun, 10 May 2020 21:43

I like your system of installing. However, there is nothing in path, include, or libs in the build method. On different versions I have fooled with in the past, those values were already populated.

It is not populated because with pkg-config, nothing is needed. It now runs with empty include/lib/bin directories out of box.

Mirek

Subject: Re: linux desktops that work well with U++
Posted by [mt dew3q](#) on Mon, 11 May 2020 00:18:09 GMT
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It is working very cool then.
Now I am going to test gnome
and use the cool tricks!
Thnx mirek:-)
