
Subject: Relocated Upp Folder - Missing Packages
Posted by [syntax_](#) on Fri, 13 May 2022 03:49:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello all,

I have made a grave mistake. I have copied the entirety of the extracted Upp folder (theide, MyApp, tutorial, .cache, etc.) that I have been working in for a while now to a new directory. When launching Theide it failed to recognize any packages in the select main package dialog (it was still referencing the old path). So, I deleted the .cache, ran ./install, ./make, and tried again. I finally was able to realize I can right click -> Edit Assembly and change Package Nests to be the new correct path. I remember two paths being separated by ';' for uppsrc and maybe another one, which may be the cause of my problems..

Anyway, I set uppsrc to be new uppsrc path, etc, and all of MyApp were populated once again in the package selector. However, if I try to load ex. myApp1 I get an error saying "Some packages are missing:" CtrlLib, Docking, etc.

Is there a way I can relocate these core libs? The .upp project file seems to only list CtrlLib as a dependency, not ex ../uppsrc/CtrlLib.

Also, strangely, if I create a new project everything builds and links correctly, but if I exit and restart the project I get the same CtrlLib missing error...

I have tried fixing the linker errors by going to Package Organizer -> Compiler Options -> and adding -I for each missing lib, for example -I/home/me/uppProgramming/uppsrc, -I/home/me/uppProgramming/uppsrc/CtrlCore, -I/usr/include/gtk-3.0, etc. etc. I think if I kept on manually adding include paths it would work, but I am stuck trying to find glibconfig.h, and feel this is not the correct solution.

Thank you so much!

Subject: Re: Relocated Upp Folder - Missing Packages
Posted by [syntax_](#) on Fri, 13 May 2022 21:42:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fixed! In Edit Assembly for MyApp I had to also add a path to uppsrc, and then I could re import Docking and other packages. I think a good night's rest was all I needed..
