Subject: Use TheIDE on Windows Subsystem for Linux v2
Posted by frederik.dumarey on Mon, 05 Feb 2024 21:50:11 GMT
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Hello,

Just in case you were wondering: yes you can install TheIDE on WSLv2 with X11 support, so running a X11 window next to regular Windows forms.
I took a screenshot in attachment just in case you asked yourself how it looks like
I like it a lot, no need to install a second OS, very easy sharing of files between Windows & Linux subsystem, etc...

Here's how to (summarized), if you have problems let me know, I can try to help you out:
- install wsl2 on Windows 11 (wsl--install), this will enable the mini virtual machine manager, and install ubuntu as default distribution
- install flatpak, you can find detailed instructions here: https://flathub.org/setup/Ubuntu
- shutdown wsl: wsl -- shutdown
- restart wsl: wsl -- user [your_user_name] -> you need to provide the user name in order to make X11 work properly (and not making garbage on the screen)
- install TheIDE: flatpak install flathub org.ultimatepp.TheIDE
- run TheIDE: flatpak run org.ultimatepp.TheIDE

here in my case, the terminal did not want to install the extra libraries, so I did it manually in a separate terminal window: check the terminal window in order to copy/paste the apt-get install libraries you need.

After installation, just say "y" to continue, and happy you: TheIDE POSIX version is running on Windows next to your other Windows applications.

I did some simple tests, cli and gui, and all compiled well, and ran fantastically

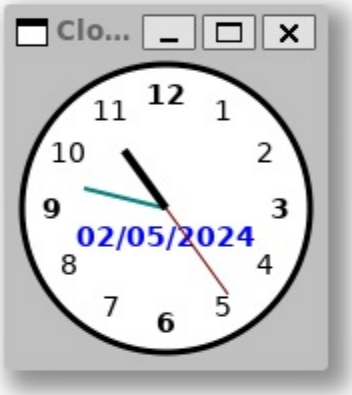
File Attachments

1) TheIDEWslEdition.jpg, downloaded 1070 times

File Edit Project Build Debug Assist Setup Help

GUI | CLANG Debug

- Clock
- Core
- CtrlCore
- CtrlLib
- Draw
- Painter
- PdfDraw
- RichText
- plugin/bmp
- plugin/png
- plugin/z
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>



main.cpp

main.cpp

```
OK  6  struct App : TopWindow {
    7      {
    8          w.DrawLine(sz2.cx, sz2.
    9                     sz2.cx + int
   10                     sz2.cy - int
   11                     d, color);
   12      }
   13
   14      void PaintCenteredText(Draw&
   15      {
   16          Size tsz = GetTextSize(t
   17          w.DrawText(x - tsz.cx /
   18      }
   19
   20      virtual void Paint(Draw& w)
   21      {
   22          Size sz = GetSize();
   23          w.DrawRect(sz, SLtGray);
   24          sz -= 6;
   25          w.Offset(3, 3);
   26          Size sz2 = sz / 2;
   27          w.DrawEllipse(0, 0, sz.
   28          Font fnt = Arial(min(sz.
   29          for(int i = 1; i <= 12;
   30              PaintCenteredText(w,
   31                                sz
   32                                As
   33          }
   34          Date date = GetSysDate()
   35          PaintCenteredText(w, sz.
   36                            fnt().
   37          double tm = double(GetSy
   38          PaintPtr(w, tm / 60, 0.7
   39          PaintPtr(w, tm / 3600, 0
   40          PaintPtr(w, tm / 3600 /
   41          w.End();
   42      }
   43
   44      void Timer()
   45      {
   46          Refresh();
   47      }
   48
   49      App()
   50      {
   51          SetRect(0, 0, 150, 150);
   52          Sizeable().Zoomable();
```

Subject: Re: Use TheIDE on Windows Subsystem for Linux v2
Posted by koldo on Tue, 06 Feb 2024 08:09:34 GMT
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Hi Frederik

About the WSL install, I have the doubt around how to install openGL to run the U++ example. What is the option with better performance in WSL?

Subject: Re: Use TheIDE on Windows Subsystem for Linux v2
Posted by frederik.dumarey on Tue, 06 Feb 2024 20:00:13 GMT
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Hey Koldo,

Didn't try this one yet .
I tried some things out, and what is happening?
I can load the OpenGL example, but when compiling it is missing the GL Utilities (glu header files).

This could be quickly solved by installing them using:
sudo apt install libglu1-mesa-dev freeglut3-dev

I think the OpenGL client will use the GLX (X11 extensions for OpenGL), so this should work technically without any problem.
Other than that, while I tried to run the application, I get a console error:

/home/administrator/.cache/upp.out/reference/CLANG.Debug.Deb ug_Full.Gui.Shared/OpenGL: error while loading shared libraries: libGLU.so.1: cannot open shared object file: No such file or directory

I thought the libglu1-mesa library would solve this issue, but I'm stuck here.

Who can help us out?

Subject: Re: Use TheIDE on Windows Subsystem for Linux v2
Posted by frederik.dumarey on Tue, 06 Feb 2024 20:05:09 GMT
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Hello again Koldo,

Sorry, didn't answer your first question.
There's no OpenGL library debate since the flathub package of TheIDE already includes the mesa OpenGL libraries.
As stated in my previous post, there are however some things to finetune (at least on the WSL2 Ubuntu distro).

I'll let you know when it works, and how to make it work !