Subject: UX from installing new Linux notebook
Posted by mr_ped on Mon, 16 Dec 2024 01:38:48 GMT
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Hello, I haven't done much with U++ for years, but I'm still keeping an eye on it, and from time to time it happens I have new HW and have to set it up (usually long enough after previous time so I don't remember anything).

This time my target was KDE slimbook with KDE neon distro (it's based on Ubuntu 24.04 LTS with rolling-release of KDE desktop, so everything else is stale on LTS and KDE packages are latest).

Here are few "UX" notes how it went, maybe some of that can be tuned/polished to make it smoother for weirdos like me:

My general preferred way to install SW is (sudo apt install <package> for stuff I don't want to tinker with and the version in distro repo is fresh enough) to `git clone github/gitlab.url` and follow the build/install instructions.

Going through Download page I landed on U++ POSIX Installation page, which suggest to download tar.xz -> obviously something I don't want to do with whole repo already cloned.

... and then to check ./install script.

:!: This reminded me I can never find that one when I'm just cloning the git repo, and I'm confused where it comes from when you are preparing packages and why it isn't somewhere in the repo. I tried few `find` commands but I was unable to find anything resembling install script dealing with dependencies. (doesn't bother me too much, because I have most of the dev stuff installed for other projects, so just trying to build upp and it worked)

If I use Makefile as is from git repo, it will compile into `.cache/upp.out/`, which is not in .gitignore, so the git repo folder gets instantly "dirty" and could put some load on some git GUI tools to deal with so many untracked files. After changing it to full path outside of the repo, I managed to build umk and ide with provided makefiles :thumbup:

I was sort of hoping to build the ide with umk, but the POSIX installation page doesn't explain how to use it and it was simpler to just use again make.

I copied the resulting `umk` and `ide` binaries into my ~/.local/bin/ which I have in path variable, and launched `ide` from there.

:!: trying to build some example, I got plenty of errors because of -std=c++14.

So looking for build method configuration, I found quickly ~/.config/u++/ with ide and umk folders. Interestingly the `umk/` contains CLANG.bm and GCC.bm, both having -std=c++17, but `ide/` contains only GCC.bml which is identical to the one in `umk/` except containing `-std=c++14`. From the dates of the dirs and files I guess these were created ~5min before I did launch the ide, so during compiling ide? It's interesting where the c++14 came from, seems some template file isn't updated yet? (I don't think I had anywhere on disk my old U++ config from previous machine

and that was very likely already c++17 anyway)

After fixing the build methods, I was able to build the examples/Puzzle and launch it, seems to work. The ide is again building to <git repo>/.cache/upp.out, so not to the out I used in the makefiles. I guess I will have to edit assemblies and paths, etc... just check everything in config, the defaults are not friendly to this git-clone approach.

If I notice something more, I will post it here, but I'm afraid I will not use U++ enough right now to provide more feedback.

Subject: Re: UX from installing new Linux notebook
Posted by aa_dav on Mon, 16 Dec 2024 07:53:29 GMT
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I recommend dowload 'prepared for installation' archive and look into ./install there.
Something about week ago I followed instructions in Ubuntu and everything was perfect.
I suppose copying and running it in git repo will do everything.
There are some commands with umk32 there which seems to tune something between CLANG and GCC.
