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Subject: compile on one operating system for another  
Posted by [BetoValle](#) on Tue, 11 Feb 2025 13:58:30 GMT  
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Hi,

How to compile a U++ code on Windows to run on Linux?  
If there is, is there a description on the website of how to do it?  
( For example, in my country, users of the Lazarus language (IDE) compile it on Windows to run it on Linux  
[https://www.youtube.com/watch?v=XNlggwq\\_lo4](https://www.youtube.com/watch?v=XNlggwq_lo4) )

Thanks!

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Subject: Re: compile on one operating system for another  
Posted by [mirek](#) on Sun, 16 Feb 2025 09:01:38 GMT  
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BetoValle wrote on Tue, 11 February 2025 14:58Hi,

How to compile a U++ code on Windows to run on Linux?  
If there is, is there a description on the website of how to do it?  
( For example, in my country, users of the Lazarus language (IDE) compile it on Windows to run it on Linux  
[https://www.youtube.com/watch?v=XNlggwq\\_lo4](https://www.youtube.com/watch?v=XNlggwq_lo4) )

Thanks!

Well, we compile windows U++ installation in Linux using wine, but I guess that is not the best way.

Normally you basically need crosscompile toolchain. I believe every clang binary already supports all possible targets, but you also need to have all target platform dev libraries you need and set paths correctly.

<https://clang.llvm.org/docs/CrossCompilation.html>

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Subject: Re: compile on one operating system for another  
Posted by [Novo](#) on Thu, 13 Mar 2025 03:39:24 GMT  
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I compile code on Linux to run it on Windows for many years

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Subject: Re: compile on one operating system for another

Posted by [Tom1](#) on Thu, 13 Mar 2025 15:10:52 GMT

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Hi Novo,

You mean from within TheIDE using clang? Would you like to share the details on how to do that, maybe even bm file(s)?

Best regards,

Tom

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Subject: Re: compile on one operating system for another

Posted by [Novo](#) on Thu, 13 Mar 2025 20:42:08 GMT

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Tom1 wrote on Thu, 13 March 2025 11:10Hi Novo,

You mean from within TheIDE using clang? Would you like to share the details on how to do that, maybe even bm file(s)?

Best regards,

Tom

Hi Tom,

I use llvm-mingw.

I use llvm-mingw with umk to compile with a buildbot service in my homelab and with TheIDE to compile on desktop.

Below is a bm file from the buildbot service.

```
BUILDER = "CLANG";
COMPILER = "x86_64-w64-mingw32-clang++";
COMMON_OPTIONS = "";
COMMON_CPP_OPTIONS = "-Wall -Wno-logical-op-parentheses -std=c++17";
COMMON_C_OPTIONS = "";
COMMON_LINK = "";
COMMON_FLAGS = "WIN32";
DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "1";
DEBUG_OPTIONS = "-O0";
DEBUG_FLAGS = "";
DEBUG_LINK = "";
RELEASE_BLITZ = "1";
RELEASE_LINKMODE = "1";
RELEASE_OPTIONS = "-O3 -ffunction-sections -fdata-sections";
```

```
RELEASE_FLAGS = "";
RELEASE_LINK = "-Wl,--gc-sections";
DEBUGGER = "gdb";
ALLOW_PRECOMPILED_HEADERS = "0";
DISABLE_BLITZ = "0";
PATH =
"/home/buildbot/.local/soft/llvm-mingw/git/bin;/home/buildbot/.local/soft/llvm-mingw/git/x86_64-w64
-mingw32/bin;/home/buildbot/.local/soft/upp/2022.2/SDL2/lib/x64;/home/buildbot/.local/soft/upp/20
22.2/pgsql/x64/bin;/home/buildbot/.local/soft/upp/2022.2/mysql/lib64;";
INCLUDE =
"/home/buildbot/.local/soft/upp/2022.2/SDL2/include;/home/buildbot/.local/soft/upp/2022.2/pgsql/x
64/include;/home/buildbot/.local/soft/upp/2022.2/mysql/include;/home/buildbot/.local/soft/upp/2022
.2/openssl/include;";
LIB =
"/home/buildbot/.local/soft/upp/2022.2/SDL2/lib/x64;/home/buildbot/.local/soft/upp/2022.2/pgsql/x6
4/lib;/home/buildbot/.local/soft/upp/2022.2/mysql/lib64;/home/buildbot/.local/soft/upp/2022.2/opens
sl/lib64;";
LINKMODE_LOCK = "0";
```

I wrote a tiny tool to generate bm files for all configurations I use.

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Subject: Re: compile on one operating system for another

Posted by [Novo](#) on Thu, 13 Mar 2025 20:48:28 GMT

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There is also a Mac OS X cross toolchain for Linux, FreeBSD, and OpenBSD called osxcross. I tried to set it up several years ago but haven't finished the project.

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Subject: Re: compile on one operating system for another

Posted by [deep](#) on Sat, 15 Mar 2025 12:39:30 GMT

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Hi

Request some one to share BM file for Cross Compile on Linux for Raspberry PI.

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Subject: Re: compile on one operating system for another

Posted by [Tom1](#) on Wed, 19 Mar 2025 19:34:49 GMT

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Novo wrote on Thu, 13 March 2025 22:42Tom1 wrote on Thu, 13 March 2025 11:10Hi Novo,

You mean from within TheIDE using clang? Would you like to share the details on how to do that, maybe even bm file(s)?

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Best regards,

Tom  
Hi Tom,

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COMMON_CPP_OPTIONS = "-Wall -Wno-logical-op-parentheses -std=c++17";
COMMON_C_OPTIONS = "";
COMMON_LINK = "";
COMMON_FLAGS = "WIN32";
DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "1";
DEBUG_OPTIONS = "-O0";
DEBUG_FLAGS = "";
DEBUG_LINK = "";
RELEASE_BLITZ = "1";
RELEASE_LINKMODE = "1";
RELEASE_OPTIONS = "-O3 -ffunction-sections -fdata-sections";
RELEASE_FLAGS = "";
RELEASE_LINK = "-Wl,--gc-sections";
DEBUGGER = "gdb";
ALLOW_PRECOMPILED_HEADERS = "0";
DISABLE_BLITZ = "0";
PATH =
"/home/buildbot/.local/soft/llvm-mingw/git/bin;/home/buildbot/.local/soft/llvm-mingw/git/x86_64-w64-mingw32/bin;/home/buildbot/.local/soft/upp/2022.2/SDL2/lib/x64;/home/buildbot/.local/soft/upp/2022.2/pgsql/x64/bin;/home/buildbot/.local/soft/upp/2022.2/mysql/lib64;";
INCLUDE =
"/home/buildbot/.local/soft/upp/2022.2/SDL2/include;/home/buildbot/.local/soft/upp/2022.2/pgsql/x64/include;/home/buildbot/.local/soft/upp/2022.2/mysql/include;/home/buildbot/.local/soft/upp/2022.2/openssl/include;";
LIB =
"/home/buildbot/.local/soft/upp/2022.2/SDL2/lib/x64;/home/buildbot/.local/soft/upp/2022.2/pgsql/x64/lib;/home/buildbot/.local/soft/upp/2022.2/mysql/lib64;/home/buildbot/.local/soft/upp/2022.2/openssl/lib64;";
LINKMODE_LOCK = "0";
```

I wrote a tiny tool to generate bm files for all configurations I use.

Hi Novo,

Thanks for the info. It's unfortunate that Linux Mint does not have a package for llvm-mingw... so it takes a bit more effort to get it going.

Best regards,

Tom

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Subject: Re: compile on one operating system for another

Posted by [Novo](#) on Mon, 31 Mar 2025 16:00:01 GMT

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Tom1 wrote on Wed, 19 March 2025 15:34

It's unfortunate that Linux Mint does not have a package for llvm-mingw... so it takes a bit more effort to get it going.

I personally build it from the src ...

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Subject: Re: compile on one operating system for another

Posted by [Novo](#) on Tue, 01 Apr 2025 18:07:14 GMT

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Tom1 wrote on Wed, 19 March 2025 15:34It's unfortunate that Linux Mint does not have a package for llvm-mingw... so it takes a bit more effort to get it going.

Actually, llvm-mingw ships prebuilt version for Ubuntu. Linux Mint is based on Ubuntu ...

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Subject: Re: compile on one operating system for another

Posted by [Novo](#) on Wed, 02 Apr 2025 17:13:35 GMT

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Novo wrote on Thu, 13 March 2025 16:48There is also a Mac OS X cross toolchain for Linux, FreeBSD, and OpenBSD called osxcross.

I tried to set it up several years ago but haven't finished the project.

I was able to make it work. U++ requires compiler-rt installed. It took me quite a lot of time to figure out.

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Subject: Re: compile on one operating system for another

Posted by [nikitha\\_k](#) on Mon, 28 Jul 2025 05:16:49 GMT

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Hello,

I was trying to install Theide on the Raspberry pi compute module 5, Does anyone has the .bm file to compile Theide for Raspberry pi on Linux OS?

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