
Subject: compile & link gtk+ using theide
Posted by [3togo](#) on Sat, 26 Aug 2006 12:52:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Could anyone tell me how to config "theide" to compile and link with a gtk+-2.0 library.

I know how to compile and link a program in command line like

```
>gcc -P -w -O0 -g3 -Wall -fmessage-length=0 -c eggtrayicon.c -o bin/eggtrayicon.o `pkg-config  
gtk+-2.0 --cflags`
```

But where shall "pkg-config gtk+-2.0 --cflags" be placed within theide.

```
>pkg-config gtkmm-2.4 gtk+-2.0 --cflags --libs  
-I/usr/include/gtkmm-2.4 -I/usr/lib/gtkmm-2.4/include -I/usr/include/glibmm-2.4  
-I/usr/lib/glibmm-2.4/include -I/usr/include/gdkmm-2.4 -I/usr/lib/gdkmm-2.4/include  
-I/usr/include/pangomm-1.4 -I/usr/include/atkm-1.6 -I/usr/include/gtk-2.0  
-I/usr/include/sigc++-2.0 -I/usr/lib/sigc++-2.0/include -I/usr/include/glib-2.0 -I/usr/lib/glib-2.0/include  
-I/usr/lib/gtk-2.0/include -I/usr/include/caiomm-1.0 -I/usr/include/pango-1.0 -I/usr/include/cairo  
-I/usr/include/atk-1.0 -Igtkmm-2.4 -Igdmm-2.4 -Iatkm-1.6 -Ippangomm-1.4 -Icaiomm-1.0  
-Iglibmm-2.4 -Isigc-2.0 -Igtk-x11-2.0 -Igdmm-x11-2.0 -Iatkm-1.0 -Igdmm_pixbuf-2.0 -Im -Ippangocairo-1.0  
-Ifontconfig -IXext -IXrender -IXinerama -IXi -IXrandr -IXcursor -IXfixes -Ippango-1.0 -Icairo -IX11  
-Iobject-2.0 -Igmodule-2.0 -ldl -lglib-2.0
```

Subject: Re: compile & link gtk+ using theide
Posted by [mirek](#) on Sun, 27 Aug 2006 18:23:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

3togo wrote on Sat, 26 August 2006 08:52: Could anyone tell me how to config "theide" to compile and link with a gtk+-2.0 library.

I know how to compile and link a program in command line like

```
>gcc -P -w -O0 -g3 -Wall -fmessage-length=0 -c eggtrayicon.c -o bin/eggtrayicon.o `pkg-config  
gtk+-2.0 --cflags`
```

But where shall "pkg-config gtk+-2.0 --cflags" be placed within theide.

```
>pkg-config gtkmm-2.4 gtk+-2.0 --cflags --libs  
-I/usr/include/gtkmm-2.4 -I/usr/lib/gtkmm-2.4/include -I/usr/include/glibmm-2.4  
-I/usr/lib/glibmm-2.4/include -I/usr/include/gdkmm-2.4 -I/usr/lib/gdkmm-2.4/include  
-I/usr/include/pangomm-1.4 -I/usr/include/atkm-1.6 -I/usr/include/gtk-2.0  
-I/usr/include/sigc++-2.0 -I/usr/lib/sigc++-2.0/include -I/usr/include/glib-2.0 -I/usr/lib/glib-2.0/include  
-I/usr/lib/gtk-2.0/include -I/usr/include/caiomm-1.0 -I/usr/include/pango-1.0 -I/usr/include/cairo  
-I/usr/include/atk-1.0 -Igtkmm-2.4 -Igdmm-2.4 -Iatkm-1.6 -Ippangomm-1.4 -Icaiomm-1.0
```

-lglibmm-2.4 -lsgic-2.0 -lgtk-x11-2.0 -lgdk-x11-2.0 -latk-1.0 -lgdk_pixbuf-2.0 -lm -lpangocairo-1.0 -lfontconfig -lXext -lXrender -lXinerama -lXi -lXrandr -lXcursor -lXfixes -lpango-1.0 -lcairo -lX11 -lobject-2.0 -lmodule-2.0 -ldl -glib-2.0

` ` means "insert stdout of program into commandline", right?

Sorry, this is not supported by GCC builder - you would have to insert all of these includes and libraries manually....

Mirek

Subject: Re: compile & link gtk+ using theide
Posted by [masu](#) on Sun, 27 Aug 2006 19:28:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Sun, 27 August 2006 20:23` ` means "insert stdout of program into commandline", right?

Sorry, this is not supported by GCC builder - you would have to insert all of these includes and libraries manually....

Mirek

I think this feature should be implemented, because many libraries on *nix systems deliver such a shell script that can be used on the commandline to ease compile flag insertion and it would alleviate using such libraries with U++.

Matthias

Subject: Re: compile & link gtk+ using theide
Posted by [mirek](#) on Sun, 27 Aug 2006 20:58:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

...there is always something to learn...

(OTOH, TheIDE and U++ is designed specifically to avoid such complexities, but that is another issue

Mirek

Subject: Re: compile & link gtk+ using theide
Posted by [3togo](#) on Wed, 30 Aug 2006 15:31:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Forget it la.

This would imply that someone have to write a pre-compiled library so that it could be called within u++. Actually I am thinking of writing a linux version of tray-icon for u++. It would require calling gtk+ library.

If anyone could give me any pointers to create such a library, it would be much appreciated. If not, I will study how to do so all on my own this coming weekend.

Thanks.

3togo