
Subject: slackware 10 - build problem

Posted by [slashmais](#) on Wed, 31 Jan 2007 07:25:51 GMT

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I've installed Upp without problems on slackware 10
but when I tested it: by trying to build the 'HelloWorld' example; it failed to find the
"fontconfig/fontconfig.h" header.

Failing a simple direct solution to the above, where can I find:

- (1) a description of the enviroment requirements for Upp,
- (2) a list of default directory structure that Upp expects,
- (3) what you think I should also know..

Thanx

Subject: Re: slackware 10 - build problem

Posted by [fallingdutch](#) on Wed, 31 Jan 2007 19:06:59 GMT

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Hi,

you need to have include path set to the path where the headers are , in nomal case /usr/include,
which is assumed by Upp, too

upp depends on the following:

gcc (>= 3.4.0), g++(>= 3.4.0), libc6-dev (>= 2.3.6), libstdc++6-dev (>= 3.4.6), libx11-dev (>= 1.0.0), libxft-dev (>= 2.1.8), zlib1g-dev(>=1.2.3) , libpng12-dev (>= 1.2.8), libfontconfig1-dev (>= 2.3.2), libxrender-dev(>= 0.9.0), libfreetype6-dev (>= 2.1.10), libexpat1-dev (>= 1.95.8), libxau-dev (>= 1.0.0), libxdmcp-dev (>= 1.0.0), libgtk2.0-dev (>= 2.8.17), libglib2.0-dev (>= 2.10.2), libgnome2-dev (>= 2.14.1)

upp installs its sources into /usr/share/upp and if you decided to get a local copy ~/upp theide stores its setting in ~/.theide

Bas

Subject: Re: slackware 10 - build problem

Posted by [slashmais](#) on Thu, 01 Feb 2007 07:26:10 GMT

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Ta.

I'll check & change, most probably this weekend, and give full feedback here.

Subject: Re: slackware 10 - build problem
Posted by [fallingdutch](#) on Thu, 01 Feb 2007 09:03:44 GMT
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please test the newest beta and tell me wether it works

Bas

PS: the libgnome2-dev dependencie is wrong - so if this is was the Problems it is solved

Subject: Re: slackware 10 - build problem
Posted by [slashmais](#) on Wed, 14 Feb 2007 14:32:42 GMT
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Fix for slackware:

[Setup]-[Build methods]
Click in "INCLUDE - directories for include files"
<Insert> or R-click-[Append row]
Type in: /usr/X11/includes
Click OK
[build]
- all should work fine now ...

I've installed the beta version on my WinXP box and is using
it - so far all is well ...
