Subject: Building with LSB-SDK
Posted by guido on Mon, 19 Feb 2007 15:23:55 GMT

View Forum Message <> Reply to Message

Hi!

I try to build with the SDK for LSB-3.1 (Linux Standard Base).
The lsb-sdk is a set of headers and libraries installed in its own hierarchy in /opt/lsb. It covers gtk
and qt with its assorted dependencies (glibc, libstdc++, libX11...).
The sdk also provides gcc wrappers lsbcc/lsbc++.

I entered /opt/lsb/bin/lsbc++ as compiler in "build methods".
That worked fine, but then it didn't find gtk headers for building chameleon.

I entered /opt/lsb/include/gtk-2.0 in INCLUDE field, but it didn't work. Also I was unsure, what kind
of list it expects, space separated, colon, comma?

Building against the lsb sandbox is the way for ISVs on Linux. All else is gambling and likely to
break sooner or later. So this is vital for upp to support properly and conviently.

Guido

Subject: Re: Building with LSB-SDK
Posted by mirek on Fri, 23 Feb 2007 21:54:31 GMT

View Forum Message <> Reply to Message

guido wrote on Mon, 19 February 2007 10:23
I try to build with the SDK for LSB-3.1 (Linux Standard Base).

A really good idea...

Quote:
I entered /opt/lsb/bin/lsbc++ as compiler in "build methods".

lsbc++ should be enough if it is on the PATH.

Quote:
I entered /opt/lsb/include/gtk-2.0 in INCLUDE field, but it didn't work. Also I was unsure, what kind
of list it expects, space separated, colon, comma?

';' separated if you must, but generally just add another line. In fact, ';' separated paths are broken
to lines anyway. (I hope we are speaking about Build method).

Quote:

Building against the lsb sandbox is the way for ISVs on Linux. All else is gambling and likely to break sooner or later. So this is vital for upp to support properly and conviently.

Yes, I understand. Thank you for trying.

Mirek