Posted by forlano on Wed, 14 Mar 2007 14:30:22 GMT

Hello,

I succesed in compiling theide under Puppy linux.
I edited a bit the existing makefile in the ide folder 2007.1.rc3 that is set for a static link.
It was necessary to use the flagNOGTK to remove the complains of the compiler (BTW in /Draw/DrawX11.cpp there is a #ifndef NOGTK that I turned in #ifndef flagNOGTK for consistency and avoid error). The output is redirect inside the /ide/ folder itself.
The makefile is attached and I guess should be useful for other linux distros. The executable is 5945 KB while my previous ide 612dev was 6900KB.

Now when I run theide it says "upp directory not found"
So please tell me where theide should stay and/or how to organise the folders in order to let theide to work.

If I have success even in this I'll try to create a package, ultimate.pup, for this very interisting and fast distro.

Luigi

File Attachments
1) makefile.tar.gz, downloaded 547 times

Subject: Re: theide and Puppy-linux
Posted by masu on Wed, 14 Mar 2007 14:45:46 GMT

Hi Luigi,

you must have upp tree under one of the following dirs:

~/upp
/usr/local/share/upp
/usr/X11R6/share/upp
/usr/local/lib/upp
/usr/local/bin/upp
/usr/share/upp
/usr/lib/upp
/usr/bin/upp

Good luck.

Matthias

Subject: Re: theide and Puppy-linux
Posted by forlano on Wed, 14 Mar 2007 15:58:04 GMT

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masu wrote on Wed, 14 March 2007 15:45Hi Luigi,

you must have upp tree under one of the following dirs:

~/upp
/usr/local/share/upp
/usr/X11R6/share/upp
/usr/local/lib/upp
/usr/local/bin/upp
/usr/share/upp
/usr/lib/upp
/usr/bin/upp

Good luck.

Matthias

Hi Matthias,

it doesn't work: "upp directory not found". I've the upp folder and inside it there are theide and the usual folders uppsrc, Common, atec... I moved the upp in different place with no success (upp was already in ~ of root).
Have you another suggestion?
Perhaps this behavious is due to this new file system that I do not know?
Luigi

Subject: Re: theide and Puppy-linux
Posted by masu on Wed, 14 Mar 2007 16:03:25 GMT

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Sorry, there also must be a build method called GCC.bm inside upp folder.

Matthias

Subject: Re: theide and Puppy-linux
Posted by forlano on Wed, 14 Mar 2007 16:18:40 GMT

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masu wrote on Wed, 14 March 2007 17:03Sorry, there also must be a build method called GCC.bm inside upp folder.

Matthias

Yes, I remind it was present in my other distro.
But now it is absent
What is it and how to go further?
Luigi

Subject: Re: theide and Puppy-linux
Posted by masu on Wed, 14 Mar 2007 16:23:56 GMT
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To start theIDE it is sufficient to copy the GCC.bm file from your other distro to the new one.
But of course you have to modify the contents afterwards inside theIDE to match your
environment.

Matthias

Subject: Re: theide and Puppy-linux
Posted by forlano on Wed, 14 Mar 2007 20:09:17 GMT
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masu wrote on Wed, 14 March 2007 17:23To start theIDE it is sufficient to copy the GCC.bm file
from your other distro to the new one.
But of course you have to modify the contents afterwards inside theIDE to match your
environment.

Matthias

I copied an old GCC.bm in the folder of theide and it works!
The canonical Helloworld compiled too. Only one note: I used the option -DflagNOGTK in Ctrl and
Draw to compile it. Perhaps the gtk is not installed (at the moment I cannot investigate).

So I've a working Upp linux distro in 1GB pendrive   that I can use everywhere... almost
everywhere

Thanks,
Luigi

Subject: Re: theide and Puppy-linux
Posted by ebojd on Wed, 14 Mar 2007 20:24:59 GMT
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You can try running the following command from a terminal window:

    pkg-config --cflags gtk+-2.0

If that return a "no package found error" then you need to install gtk+-2.0+. On the other hand, if it gives you something reasonable then add the next few lines to the makefile:

  CINC = -I$(UPPDIR1) \
       $(shell pkg-config --cflags libpng gtk+-2.0 xft x11)
  LIBS = $(shell pkg-config --libs libpng gtk+-2.0 xft x11)

Then you will need to remove the hard coded liked libs from the final link stage (just look for -lX11, and similar). Replace all of these with ${LIBS}. That hopefully will do it. Oh, remember to remove the -DflagNOGTK...

  EBo --

Subject: Re: theide and Puppy-linux
Posted by Ulti on Thu, 15 Mar 2007 00:26:15 GMT
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why not release it as a distribution on sf

Subject: Re: theide and Puppy-linux
Posted by exolon on Thu, 15 Mar 2007 00:50:21 GMT
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Or make it into a torrent?

Subject: Re: theide and Puppy-linux
Posted by forlano on Thu, 15 Mar 2007 12:59:37 GMT
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ebojd wrote on Wed, 14 March 2007 21:24
You can try running the following command from a terminal window:

    pkg-config --cflags gtk+-2.0

If that return a "no package found error" then you need to install gtk+-2.0+. On the other hand, if it gives you something reasonable then add the next few lines to the makefile:

  CINC = -I$(UPPDIR1) \

$(shell pkg-config --cflags libpng gtk+-2.0 xft x11)
LIBS = $(shell pkg-config --libs libpng gtk+-2.0 xft x11)

Then you will need to remove the hard coded liked libs from the final link stage (just look for -lX11, and similar). Replace all of these with ${LIBS}. That hopefully will do it. Oh, remember to remove the -DflagNOGTK...

EBo --

GTK is installed:

>> pkg-config --cflags gtk+-2.0
-I/usr/include/gtk-2.0 -I/usr/lib/gtk-2.0/include -I/usr/include/atk-1.0 -I/usr/include/cairo
-I/usr/include/pango-1.0 -I/usr/include/glib-2.0 -I/usr/lib/glib-2.0/include

I tried to compile some package with the gtk enabled but I got many error. Anyway I'm satisfied with the current ide gtk independent. From it one can do what he wants.

Next step is realise a new developer distro C++ plus U++ that can boot from a CD-ROM. It should be about 200 MB. But maybe a simply U++ package should be enough (just unzip it in /root folder and go).

Are there interested people in this forum that want to try? Please consider that it will be not done immediately... I need time to understand how to realize the whole distro.

Luigi

Subject: Re: theide and Puppy-linux
Posted by ebojd on Thu, 15 Mar 2007 18:00:48 GMT
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Hmmm...

Attached is my modified makefile. If you are willing, please use it for a real test. If it dies, please reply with an attachment of error messages. I'll see if I can spot something obvious.

re: assistance with distro.

Sounds interesting, but I am afraid that I am already up to my keaster with aligators, so it will be a little while before I could devote any real time to this. On the other hand I am working to beccoming an official Gentoo developer. If that works out I may be willing to set up a gentoo based mini distro in addition to the U++ portage ebuild I plan to support. We can talk about that in a month or so (after I expect to finish the gentoo-developer apprentiship/eval period).

EBo --

edit: added Makefile

File Attachments

Subject: Re: theide and Puppy-linux
Posted by forlano on Fri, 16 Mar 2007 14:29:02 GMT
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ebojd wrote on Thu, 15 March 2007 19:00Hmmm...

Attached is my modified makefile. If you are willing, please use it for a real test. If it dies, please reply with an attachment of error messages. I'll see if I can spot something obvious.

EBo,

your makefile works great. It compiled theide without problems
Now theide is gtkped and I'll use it in this form although I do not like it (the original look I think is much better).
In future I'll ask how to compile other packages with theide and GTK enabled.
Now please let me ask you further assistance in completing the installation procedure and realize an upp.pet package (equivalent to upp.deb for Debian).
In order to produce it I need to run a command like this:

new2dir make install

what "new2dir" does we do not need to know (and I do not know). What it is important is the "make install". You provvide such task in the makefile but is not complete. In fact neither theide nor the GCC.bm are copied in /usr/share/upp. Can you put some more lines to include the additional tasks? (If I'm right there is nothing to add to the existing). My GCC.bm file stays in ~/upp/, that is ../../ with respect the Makefie. It is the following

```
BUILDER = "GCC";
DEBUG_INFO = "0";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "1";
DEBUG_OPTIONS = "-O0";
RELEASE_BLITZ = "0";
RELEASE_LINKMODE = "1";
RELEASE_OPTIONS = "-O3 -ffunction-sections";
DEBUGGER = "gdb";
PATH = "";
INCLUDE = "/usr/include/freetype2";
LIB = "/usr/X11R6/lib";
REMOTE_HOST = "";
```

REMOTE_OS = "";
REMOTE_TRANSFER = "";
REMOTE_MAP = "";

I do not know if it OK for our current setting because I got it from an old version. After this task I can generate a upp.pet package and make it available in the next days.
Thanks a lot,
Luigi

Subject: Re: theide and Puppy-linux
Posted by ebojd on Fri, 16 Mar 2007 15:44:50 GMT
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Thanks for the info, and I am glad it worked for you...

I will be glad to assist as my time allows, but please know that we just had another grant come in and I have a new pile of work to do on top of what I am already doing, so I'm as busy as a one-armed wall-paper hanger in a paper-hanging contest! The really good news is I have a job for another year (Hurray!)

We will need to resolve the GCC.bm issue so that the build process either creates it, or it is added to the source tree. It is not a good idea to have such problems in my not so humble opinion. This should probably be fixed in the actual 2007.1 release.

Also, we have discussed on another forum fixing the gtk+ pkg-config integration into U++. It is actually going to require an enhancement that has some profound computer security and andministration implications. So, this will not be done for 2007.1, and will require some debate and extensive testing. At least that is my understanding and opinion.

  EBo --

Subject: Re: theide and Puppy-linux
Posted by forlano on Fri, 16 Mar 2007 16:02:13 GMT
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ebojd wrote on Fri, 16 March 2007 16:44Thanks for the info, and I am glad it worked for you...

I will be glad to assist as my time allows, but please know that we just had another grant come in and I have a new pile of work to do on top of what I am already doing, so I'm as busy as a one-armed wall-paper hanger in a paper-hanging contest! The really good news is I have a job for another year (Hurray!)

We will need to resolve the GCC.bm issue so that the build process either creates it, or it is added to the source tree. It is not a good idea to have such problems in my not so humble opinion. This

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  EBo --

I'm glad you got the above good news. That's really important.
Please take all the time you need. I'll continue with the test and experience with Puppy.

Luigi

Subject: Re: theide and Puppy-linux
Posted by ebojd on Fri, 16 Mar 2007 21:56:03 GMT
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Thanks, and best of luck!

  EBo --