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Subject: Successfull cross-compile to ARM9, AT91SAM9263-ek

Posted by [jlfranks](#) on Fri, 11 Jan 2008 22:01:44 GMT

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We have successfully cross-compiled and are running on an ARM9 target, platform =modified AT91SAM9263-ek board (full-VGA) running linux 2.6.22.

The biggest problem was getting GTK, et all libraries ported. Ultimate++ works just like it does on any Linux machine.

--jlf

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Subject: Re: Successfull cross-compile to ARM9, AT91SAM9263-ek

Posted by [mirek](#) on Sat, 12 Jan 2008 14:30:39 GMT

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jlfranks wrote on Fri, 11 January 2008 17:01We have successfully cross-compiled and are running on an ARM9 target, platform =modified AT91SAM9263-ek board (full-VGA) running linux 2.6.22.

The biggest problem was getting GTK, et all libraries ported. Ultimate++ works just like it does on any Linux machine.

--jlf

Actually, adding NOGTK to config removes the dependency on GTK.

GTK is used only to make U++ look "native", as theming engine. I guess for embeded applications, this is not very important.

Mirek

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Subject: Re: Successfull cross-compile to ARM9, AT91SAM9263-ek

Posted by [jlfranks](#) on Mon, 14 Jan 2008 18:52:52 GMT

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Does multi-lingual feature still work if NOGTK is used?

--jlf

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Subject: Re: Successfull cross-compile to ARM9, AT91SAM9263-ek

Posted by [mirek](#) on Mon, 14 Jan 2008 19:00:43 GMT

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Yes.

GTK lib really is used only to achieve proper visuals (and perhaps a bit of "feel" too).

Mirek

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