Subject: Not all GUI UPP project files have NOGTK configuration
Posted by Novo on Tue, 15 Apr 2008 21:13:29 GMT

SUBJ.

That makes impossible to build many applications on systems, which do not have GTK installed, or have out-of-date version of GTK.

IMHO, all GUI applications should have the NOGTK configuration.

I've attached a patch for UPP examples.

```
File Attachments
1) upp_nogtk.patch, downloaded 454 times
```

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by mirek on Wed, 16 Apr 2008 06:44:43 GMT

Novo wrote on Tue, 15 April 2008 17:13SUBJ.

That makes impossible to build many applications on systems, which do not have GTK installed, or have out-of-date version of GTK.

IMHO, all GUI applications should have the NOGTK configuration.

I've attached a patch for UPP examples.

Hm...

Maybe we should rather introduce some "configuration header" instead?

Without GTK, you are not even able to start theide, you need special U++ version anyway...

Mirek

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by mr_ped on Wed, 16 Apr 2008 07:21:18 GMT

To run TheIDE you only need GTK runtime, but to build something you need dev libs too.

So I can imagine a situation where TheIDE can be run, but any GTK package can not be compiled.

But it should be quite a rare case? Although as KDE user I prefer applications which don't need GTK at all, not even runtime. But I have no idea how much is missing from UPP GUI in case of NOGTK flag used.

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by mirek on Wed, 16 Apr 2008 08:08:50 GMT
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mr_ped wrote on Wed, 16 April 2008 03:21To run TheIDE you only need GTK runtime, but to build something you need dev libs too.

It is hard to imagine a platform without dev libraries...

Quote:
But it should be quite a rare case? Although as KDE user I prefer applications which don't need GTK at all, not even runtime. But I have no idea how much is missing from UPP GUI in case of NOGTK flag used.

Well, even KDE provides via GTK interface the one thing we need the GTK for: theming...

Mirek

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by Novo on Thu, 17 Apr 2008 03:20:16 GMT
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luzr wrote on Wed, 16 April 2008 02:44
Without GTK, you are not even able to start theide, you need special U++ version anyway...

I'm using U++ at home to produce a Makefile (TheIDE built at home won't run at work even if built without GTK).

After that I can build TheIDE at work with some manual altering of Makefile (for some reason Makefile is based on absolute file names).

There is always a way ...

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by Novo on Thu, 17 Apr 2008 03:35:30 GMT
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luzr wrote on Wed, 16 April 2008 04:08
Well, even KDE provides via GTK interface the one thing we need the GTK for: theming...

Well, theming over SSH is not really important. The best theme I can afford is Classic. If U++ had even simpler theme I would prefer it.

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by Novo on Thu, 17 Apr 2008 03:41:09 GMT
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mr_ped wrote on Wed, 16 April 2008 03:21But I have no idea how much is missing from UPP GUI in case of NOGTK flag used.

There is a bug with menu (it is flicking).

Otherwise everything else is pretty the same.

TheIDE is working. That is good enough.

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by Novo on Thu, 17 Apr 2008 03:56:48 GMT
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luzr wrote on Wed, 16 April 2008 02:44
Maybe we should rather introduce some "configuration header" instead?

I have no idea what "configuration header" means, but every Linux GUI application can be either GTK or NOGTK based (at least for now). Probably, there is no reason to mention that in each project file.

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by mirek on Thu, 17 Apr 2008 10:25:19 GMT
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Novo wrote on Wed, 16 April 2008 23:56luzr wrote on Wed, 16 April 2008 02:44

Maybe we should rather introduce some "configuration header" instead?

I have no idea what "configuration header" means

Let us place

#include <uppconfig.h>

into Core.h and let us put

#define flagNOGTK

into it on your platform

(The only question remaining is where to put uppconfig.h

Mirek

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by Novo on Thu, 17 Apr 2008 17:00:21 GMT
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luzr wrote on Thu, 17 April 2008 06:25
Let us place

#include <uppconfig.h>

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#define flagNOGTK

into it on your platform

(The only question remaining is where to put uppconfig.h

Mirek

This "configuration header" should be a result of a configuration procedure, something similar to Setup -> Automatic Setup.

applications on Unix.

Probably, it is possible to make platform-specific configurations in U++ project files.

BTW, has somebody tried to build U++ with GTK on Windows Theoretically, that should be possible.

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by mirek on Thu, 17 Apr 2008 17:08:08 GMT
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Novo wrote on Thu, 17 April 2008 13:00luzr wrote on Thu, 17 April 2008 06:25
Let us place

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Mirek

This "configuration header" should be a result of a configuration procedure, something similar to Setup -> Automatic Setup.

applications on Unix.

Hm I would not worry so hard. It is what config flags are for, after all..

Anyway, back to the plan. I guess uppsrc nest root is as good place to put uppconfig.h as any other Could you try that this idea works in practice please?

Mirek

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by Novo on Thu, 17 Apr 2008 18:09:41 GMT

luzr wrote on Thu, 17 April 2008 13:08
Hm I would not worry so hard. It is what config flags are for, after all..

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Mirek

Bombs GUI ...

Linking...
/usr/bin/ld: cannot find -lgtk-x11-2.0
collect2: ld returned 1 exit status

Subject: Re: Not all GUI UPP project files have NOGTK configuration
Posted by Novo on Mon, 21 Apr 2008 01:52:23 GMT

Novo wrote on Thu, 17 April 2008 14:09luzr wrote on Thu, 17 April 2008 13:08
Hm I would not worry so hard. It is what config flags are for, after all..

Anyway, back to the plan. I guess uppsrc nest root is as good place to put uppconfig.h as any other Could you try that this idea works in practice please?

Mirek

Bombs GUI ...

Linking...
/usr/bin/ld: cannot find -lgtk-x11-2.0
collect2: ld returned 1 exit status

I'd like to say that defining flagNOGTK in Core.h didn't help.

Linking is still broken.

Adding "NOGTK GUI" configuration to all project files still seems to be the easiest solution.