Subject: NetBSD port
Posted by lundman on Thu, 02 Mar 2006 00:21:15 GMT
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Porting the upp ide sources to compile on NetBSD was not so difficult, but I'm having issues proceeding.

The compile docs say to copy ide and upp to where I like, but I appear not to have a "upp" directory.

I create one, and using ktrace, I notice it wants to find a "upp/GCC32.bm" file, which also I do not have.

touching to create an empty file lets me start the IDE, I can pick examples and look around. Building does not work, which I suspect is due to having an empty GCC32.bm file.

Anyone feel like fleshing out the Compile instructions?

Lund

Subject: Re: NetBSD port
Posted by lundman on Thu, 02 Mar 2006 04:11:56 GMT
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Ok, GCC32.bm does indeed have stuff in it that specifies how to build. I have no idea where it is supposed to come from, but for now I just took the one out of the Linux binaries, and modified slightly to fit with my includes.

.. Also, INCLUDE takes multiple paths seperated by semi-colon.

My upp directory is also expected to have "uppsrc" in it, so I have fixed that. Now I am building HelloWorld example.

Subject: Re: NetBSD port
Posted by dr_jumba on Sun, 05 Mar 2006 10:14:02 GMT
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Hello,

Welcome to the topic regarding the build on POSIX systems

Subject: Re: NetBSD port
Posted by lundman on Mon, 06 Mar 2006 07:52:10 GMT
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Ah cool. Although my issues were based after the build was done/ported. Minimal changes were needed for NetBSD, and most of them to get around the non-POSIX calls you have in there. (ie, the Linux ftruncate64* hackery, ick).

For fun, I ported it to OsX as well, and its linked. Doesn't run very far though, oh well.

Lund

Subject: Re: NetBSD port
Posted by mirek on Mon, 06 Mar 2006 08:48:38 GMT
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lundman wrote on Mon, 06 March 2006 02:52
For fun, I ported it to OsX as well, and its linked. Doesn't run very far though, oh well.

Alignment issues and endianness... Going to solve that after new Draw....

Mirek

Subject: Re: NetBSD port
Posted by lundman on Mon, 06 Mar 2006 09:24:46 GMT
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Yeah, that was my guess. I did some poking around in PixelArray and got the first dialog up ok. But would require a lot more to do anything useful.

Subject: Re: NetBSD port
Posted by mirek on Mon, 06 Mar 2006 09:41:27 GMT

lundman wrote on Mon, 06 March 2006 04:24
Yeah, that was my guess. I did some poking around in PixelArray and got the first dialog up ok. But would require a lot more to do anything useful.

Well, PixelArray will likely be gone in next Draw... That is why it is not a good time for fixing this now..

Mirek