Subject: Compiling 32-bit on 64-bit Linux
Posted by mirek on Sat, 26 Jul 2008 12:48:12 GMT
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Actually, it is much easier than I thought...

The trick is to add " -m32" to the "Compiler name" in build methods. This switches the compiler (and linker) to 32-bit mode.

A little bit harder part is installing missing libraries. For this to happen, make sure to add "/usr/lib32" to your Libraries paths in build method and then perhaps the best is to install U++ on 32-bit system (e.g. another partition) and to copy missing libraries from it. Tedious process, but should work. (I must admit I tested only with console app I need for work).

Whether you can package 32-bit .debs on 64-bit system is just another question

Mirek

Subject: Re: Compiling 32-bit on 64-bit Linux
Posted by mdelfede on Sat, 26 Jul 2008 17:46:26 GMT
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luzr wrote on Sat, 26 July 2008 14:48Actually, it is much easier than I thought...

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Mirek

No need to install 32 bit ubuntu... There are some a 32 bit compatibility package on ubuntu that installs all 32 bit libraries.
Well.. I don't know which of them are needed, but if you do a

sudo apt-get build-dep wine

I guess you'll have all what you need. That one installs all build dependencies for wine package, whic is a 32 bit one and uses, I think, about 90% of libraries

Ciao

Max

Subject: Re: Compiling 32-bit on 64-bit Linux
Posted by pveach1 on Mon, 10 Aug 2009 18:49:39 GMT
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How about 64 bit windows?

Subject: Re: Compiling 32-bit on 64-bit Linux
Posted by mirek on Mon, 10 Aug 2009 21:00:44 GMT
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pveach1 wrote on Mon, 10 August 2009 14:49How about 64 bit windows?

Well, that is quite unrelated IMO.

Anyway, current status is: In Win64, 32-bit theide works and everything compile both in 32/64. The only drawback is debugger (does not work in 64 yet).

Mirek

Subject: Re: Compiling 32-bit on 64-bit Linux
Posted by nixnixnix on Tue, 08 Sep 2009 04:00:36 GMT
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I can debug 32 bit debug executables in win64 but not 64 bit. It will be good when we can debug 64 bit code too as there is sometimes different behaviour.

Nick

Subject: Re: Compiling 32-bit on 64-bit Linux
Posted by mr_ped on Thu, 31 Oct 2013 18:39:21 GMT
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doing this "cleanly" in Kubuntu13.04 is now basically impossible, as many libraries-dev packages conflict a lot and don't support multiarch setup (zlib and freetype did stop me).

Didn't try to copy the libs directly from working 32b, that would maybe work, but I would prefer working original packages from Ubuntu/Debian, and that doesn't look like anything what will happen in near future.