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Subject: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [mdelfede](#) on Tue, 16 Sep 2008 21:43:38 GMT

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---

Sorry for the long time since last build

New builds available here : <http://www.ultimatepp.org/svnbuilds>

Ciao

Max

---

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [mirek](#) on Wed, 17 Sep 2008 06:09:27 GMT

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Excellent!

BTW, I would like to have this automated soon (and performed each night). The idea is that maintainers should control the process via svn script updates.

Do you eventually have any ideas what the infrastructure should look like?

So far, I think that there should be something like 'builders' folder in svn. Each night, user 'upp' on server should export latest svn into ~/upp.src (with subfolders 'uppsrc', 'examples' etc...). Then it would run all scripts in 'builders'. These scripts should create output packages (e.g. .debs) and upload them somewhere (either website, or googlecode or maybe both).

Any comments?

Mirek

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [mdelfede](#) on Wed, 17 Sep 2008 18:21:19 GMT

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There should be a simple stuff to implement.... a cron job that does a copy (with rsync, it can skip easily .svn stuffs) in a folder, launch build scripts and upload to ftp server.

It's almost all ready, at least about Linux.

About windows, I'm using UPP under wine and it works perfectly, so it shouldn't be difficult to use UMK to do the same stuff as in Linux and FROM inside Linux.

The script could also update a web page, but that's beyond my skills... maybe Bytefield can cope with it

Ciao

Max

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [mirek](#) on Wed, 17 Sep 2008 19:36:20 GMT

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mdelfede wrote on Wed, 17 September 2008 14:21

The script could also update a web page, but that's beyond my skills... maybe Bytefield can cope with it

Well, I guess you have overlooked it, but that part is already working

Mirek

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [mdelfede](#) on Wed, 17 Sep 2008 20:12:06 GMT

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Ahh, ok !

So if you want I can do as try about the rest.... I need an ssh access to your server, of course. Do I have it ? not yet tested...

Max

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [mirek](#) on Fri, 19 Sep 2008 08:12:31 GMT

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mdelfede wrote on Wed, 17 September 2008 16:12 I need an ssh access to your server, of course.

No, there is no ssh access.

In fact, I will try to get as far as possible without it, I mean I would like to build the infrastructure without the need for any developer to have ssh, I believe that long-term it is much better solution.

Means everything should be managed by svn content...

Mirek

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [bytefield](#) on Fri, 19 Sep 2008 09:25:45 GMT

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---

luzr wrote on Fri, 19 September 2008 11:12mdelfede wrote on Wed, 17 September 2008 16:12I need an ssh access to your server, of course.

No, there is no ssh access.

In fact, I will try to get as far as possible without it, I mean I would like to build the infrastructure without the need for any developer to have ssh, I believe that long-term it is much better solution.

Means everything should be managed by svn content...

Mirek

It's not hard to do everything just with svn. You have to create a script which do the job and an entry to cron to check from time to time if there are changes to script(which get updated by developers in svn repo) and if there are changes it will update the script which get called by another entry for cron every night to do nightly builds. I can talk about my vision on how it may look but sorry, i can't implement it, my knowledge in cron+bash+svn are quite limited and don't have time to improve them right now.

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [mdelfede](#) on Fri, 19 Sep 2008 13:04:30 GMT

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Yes, that can be done, but can also be very limited and cumbersome to maintain.

Yet, of course, it's by far less prone to damages.

But, to test the build scripts I should reproduce exactly your machine, build and debug the scripts, which can depend on many many factors (for example, wine for windows builds...) and then upload to svn and hope they'll work also on your machine.

Then I must ask you to add them to a cron job. Then if something goes wrong I can't see easily what happened, I must ask you to stop the job, retest scripts, ecc ecc.

In conclusion, IMHO, ssh access IS necessary for maintaining purposes. For the rest svn is more than enough.

Ciao

Max

EDIT: without ssh, it would be by far easier to setup a build machine locally and use a cron job that builds theide and upload it to an ftp server. The problem would be the updates when my machine is off (for example, holydays)

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [captainc](#) on Fri, 19 Sep 2008 13:55:01 GMT

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Quote:EDIT: without ssh, it would be by far easier to setup a build machine locally and use a cron job that builds theide and upload it to an ftp server. The problem would be the updates when my machine is off (for example, holydays)

Here is another idea for using some sponsorship money: can get a Virtual Private Server (VPS), choose our own OS and let the hosting company manage the uptime with automated backups etc... Then you can assign \*nix user accounts and groups to contributors.

Example: <http://www.spry.com/>

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [mirek](#) on Fri, 19 Sep 2008 16:14:23 GMT

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mdelfede wrote on Fri, 19 September 2008 09:04Yes, that can be done, but can also be very limited and cumbersome to maintain.

Yet, of course, it's by far less prone to damages.

But, to test the build scripts I should reproduce exactly your machine, build and debug the scripts, which can depend on many many factors (for example, wine for windows builds...) and then upload to svn and hope they'll work also on your machine.

In fact I believe this is a GOOD thing. It will make well defined environment that can be used in the future.

Quote:

Then I must ask you to add them to a cron job.

I plan to run ALL scripts from certain svn directory. This part is easy Just add the script there...

Quote:

Then if something goes wrong I can't see easily what happened, I must ask you to stop the job, retest scripts, ecc ecc.

In conclusion, IMHO, ssh access IS necessary for maintaining purposes. For the rest svn is more than enough.

IMO, let us try first

I believe it is as complicated as you believe.

For starters, script runs under "upp" user, theide is on the PATH. FTP access info will be given in environment. Do you need anything else?

Mirek

---

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Subject: SVN UPDATE & .deb BUILD : Revision 539 - 2008-10-18

Posted by [mdelfede](#) on Sat, 18 Oct 2008 19:05:54 GMT

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---

New builds available here : <http://www.ultimatepp.org/svnbuilds>

Ciao

Max

---

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 539 - 2008-10-18

Posted by [forlano](#) on Sun, 19 Oct 2008 07:42:56 GMT

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---

mdelfede wrote on Sat, 18 October 2008 21:05New builds available here :  
<http://www.ultimatepp.org/svnbuilds>

Thanks,

usually there was a build even for Windows but I cannot see it

Luigi

---

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 539 - 2008-10-18

Posted by [bytefield](#) on Sun, 19 Oct 2008 09:51:52 GMT

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We are doing it for free for pleasure or learning purpose, so please don't expect there is someone forced to do something. What we are doing is because we know that we can help us helping others and even if we don't expect others to help us. In the bible is written "Without cost you have received; without cost you are to give."(Matthew 10:8b) so mainly that is what some of use are

doing in fact that's also one part of OSS.

And sometimes we cannot do what we want because of unfavorable circumstances, For example when I've entered last night on forum and seen the build i was in my room on my notebook which is 64bit system, so even if i wanted to build 32bit build(for linux) i couldn't done that without waking all my family because the 32 bit pc is somewhere in the middle of the house and it isn't quite silent, so i've decided to wait until this morning.

So, please be kind and understand we are all humans  
Regards, Andrei

P.S.: i think you known what i've said above but you were too lazy as sometimes happen me to be to build the package your self

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 539 - 2008-10-18

Posted by [mirek](#) on Sun, 19 Oct 2008 13:21:02 GMT

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forlano wrote on Sun, 19 October 2008 03:42mdelfede wrote on Sat, 18 October 2008 21:05New builds available here : <http://www.ultimatepp.org/svnbuilds>

Thanks,

usually there was a build even for Windows but I cannot see it

Luigi

PM Daniel

Anyway, I hope to establish Ubuntu and Win32 nightly builds soon.

I just wanted to finish T++ issues first, which in turn ended in endless loop of A++ issues... (I am now working on parser/A++ for the 4th week....)

Mirek

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 539 - 2008-10-18

Posted by [forlano](#) on Sun, 19 Oct 2008 13:44:22 GMT

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luzr wrote on Sun, 19 October 2008 15:21forlano wrote on Sun, 19 October 2008 03:42mdelfede wrote on Sat, 18 October 2008 21:05New builds available here : <http://www.ultimatepp.org/svnbuilds>

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Mirek

Ah... Daniel maintain the windows build. I believed was done by Max. So I thought there were just a problem with some link because the linux version in on.

I tried to install and use a svn client to do it by myself but without instructions it is not evident how to do it... at least for me, so I stopped to fight with svn.

Anyway thanks a lot for these new exciting features!

Luigi

---

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 539 - 2008-10-18

Posted by [mdelfede](#) on Mon, 20 Oct 2008 12:13:17 GMT

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forlano wrote on Sun, 19 October 2008 15:44

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Anyway thanks a lot for these new exciting features!

Luigi

Don't give up with svn, it's a strong piece of software

I don't maintain window svn build because I'm trying to not use windows anymore.... I've got just a wine upp setup in case I need to build a windows executable. The same is for 32 bit version, we've divided our efforts to be able to provide builds as often as possible.

BTW, as Mirek said, there are plans to setup a nighty build machine, but that's not so easy, as we want to target all most used linux distros AND windows.

So, we're still thinking on how to implement it using a single build machine using Ubuntu 64 bit.

So, if there's here some "expert" on multi-target builds and cross builds, he's wellcome !  
Mirek thinks on setting up chrooted environs for the different builds, and I'm quite optimistic on the ability to use wine to build windows version on the Linux machine automatically.  
If somebody has some chrooted environments ready for building RPMs, 32 bit linux on 64 bit or even other distros, please drop a word here on forum, so we can speed up stuffs !

Ciao

Max

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 539 - 2008-10-18

Posted by [forlano](#) on Mon, 20 Oct 2008 17:34:12 GMT

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mdelfede wrote on Mon, 20 October 2008 14:13forlano wrote on Sun, 19 October 2008 15:44

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Luigi

Don't give up with svn, it's a strong piece of software

Today I was able to get in some weird way the full update and compile a new ide. Now I believe to stop to suffer because theide has an automatic way to update the distro.

But I am afraid that the sync works in the two way... I want only download and not update spoiling your work . Can I use this feature without problem?

Luigi

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [mr\\_ped](#) on Mon, 20 Oct 2008 19:02:03 GMT

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---

Basically when you modify files and then update from repository, SVN will try to merge the changes together. In case you did edit different part of file than the new change available in the repository, SVN will merge it automatically.

In case both you and someone else did edit the same line of file, and the result is different, you will get "conflict".

Try to check SVN book for more information how to work with SVN.

<http://svnbook.red-bean.com/en/1.5/index.html>



For example there's also chapter how to resolve conflicts, but you should try to fly through whole content of it. It's not that huge and it will maybe explain you the basic principles.

Anyway, conflicts and merging are not that great in SVN, especially merging between different branches is somewhat more difficult, then it has to be, at least GIT looks more powerful in this aspect. But I can assure you SVN is very luxury way how to handle changes - when compared to some more historical options, like doing backups by hand or some years ago I did met MS Source Safe, and it was more like Source Lose than Safe.

But it takes some time to get used to SVN and to learn how to use it in smart way, just like C++. It's powerful, but easy to use in wrong way and cause you big headache later.

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 539 - 2008-10-18

Posted by [mdelfede](#) on Mon, 20 Oct 2008 20:26:10 GMT

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forlano wrote on Mon, 20 October 2008 19:34mdelfede wrote on Mon, 20 October 2008 14:13forlano wrote on Sun, 19 October 2008 15:44

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But I am afraid that the sync works in the two way... I want only download and not update spoiling your work . Can I use this feature without problem?

Luigi

I've not tested theide built-in svn stuff, but AFAIK it does work like normal svn, so syncing in both ways. There's no simple way to make it one-way sync. BTW, if you don't change synced content, it should just update yours from svn repository.

But, IMHO, it's by far more simple to keep a separate svn repository, update manually and have a script that copies it's content on your upp three, overwriting it and skipping .svn stuffs. In Linux that can be done with rsync command, in windows I guess you should code it by yourself, but that's not hard.

Once you have the svn repository on your pc, the update is quite straightforward :

- 1) - svn update (on svn local copy)
- 2) - launch your copy script which updates your upp repo
- 3) - launch theide and recompile itself
- 4) - copy the new ide executable in place of old one

With umk's help and some simple batch scripts all that can be automated, and by far quicker than download a full nightly build.

Ciao

Max

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 453 - 2008-09-16

Posted by [mr\\_ped](#) on Tue, 21 Oct 2008 05:57:16 GMT

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Max: I don't get it.

You can have as many svn working copies at disk, as you want, so in case you do use your own customization of upp sources, you can have "c:\uppsvn" for example, which you will checkout from SVN mirror once. Do all your changes you need to upp sources. And then just keep updating. As long as upp devs don't do changes at the same line, you will get always auto merge of your changes with latest SVN source.

In case you need clean SVN upp, just check out it one more time into different directory.

For windows I strongly recommend TortoiseSVN client, although I didn't like the "explorer extension" way of how it works, it's the only thing I don't like about it, otherwise it's excellent software and makes using SVN very convenient.

In TheIDE (let's say installed from stable release into "c:\upp") you just set up new assembly with "c:\uppsvn" directory (see the original upp assembly), select "TheIDE" project from the new uppsvn assembly, compile, exit TheIDE and copy the new ide.exe over the original theide.exe (but make backup! very handy ). There you go, you are running latest SVN TheIDE, including your own customized upp changes.

I don't see where you need rsync or copy of files.

---

Subject: SVN UPDATE & .deb BUILD : Revision 567 - 2008-10-25

Posted by [mdelfede](#) on Fri, 24 Oct 2008 22:26:17 GMT

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New builds available here : <http://www.ultimatepp.org/svnbuids>

Ciao

Max

Subject: SVN UPDATE & .deb BUILD : Revision 571 - 2008-10-29  
Posted by [mdelfede](#) on Wed, 29 Oct 2008 13:19:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

New builds available here : <http://www.ultimatepp.org/svnbuilds>

Ciao

Max

---

---

Subject: SVN UPDATE & .deb BUILD : Revision 588 - 2008-11-01  
Posted by [mdelfede](#) on Sat, 01 Nov 2008 16:12:06 GMT  
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---

New builds available here : <http://www.ultimatepp.org/svnbuilds>

Ciao

Max

---

---

Subject: SVN UPDATE & .deb BUILD : Revision 589 - 2008-11-01  
Posted by [mdelfede](#) on Sat, 01 Nov 2008 22:19:10 GMT  
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---

This build adds a fix on Linux build scripts by Bytefield for new Ubuntu/Debian releases.

New builds available here : <http://www.ultimatepp.org/svnbuilds>

Ciao

Max

---

---

Subject: SVN UPDATE & .deb BUILD : Revision 625 - 2008-11-09  
Posted by [mdelfede](#) on Sun, 09 Nov 2008 09:52:58 GMT  
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---

New builds available here : <http://www.ultimatepp.org/svnbuilds>

Ciao

---

Max

---

Subject: SVN UPDATE & .deb BUILD : Revision 643 - 2008-11-15  
Posted by [mdelfede](#) on Sat, 15 Nov 2008 19:09:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

New builds available here : <http://www.ultimatepp.org/svnbuilds>

Ciao

Max

---

Subject: SVN UPDATE & .deb BUILD : Revision 745 - 2009-01-14  
Posted by [mdelfede](#) on Wed, 14 Jan 2009 23:14:37 GMT  
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Sorry for the long time since last build

New builds available here : <http://www.ultimatepp.org/svnbuilds>

Ciao

Max

---

Subject: SVN UPDATE & .deb BUILD : Revision 868 - 2009-02-14  
Posted by [mdelfede](#) on Sun, 15 Feb 2009 22:49:01 GMT  
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New builds available here : <http://www.ultimatepp.org/svnbuilds>

Ciao

Max

Subject: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12  
Posted by [mdelfede](#) on Thu, 12 Mar 2009 22:26:28 GMT  
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New builds available here : <http://www.ultimatepp.org/svnbuids>

Ciao

Max

---

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12  
Posted by [sergeynikitin](#) on Sun, 15 Mar 2009 21:45:12 GMT  
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---

What about Debian/Ubuntu 32 bit package?  
Tell me, has an alternative way to update the 32bit linux package?

Work in full swing and we look forward to updates.

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12  
Posted by [andrei\\_natanael](#) on Mon, 16 Mar 2009 09:20:10 GMT  
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---

Hi,  
I was responsible for building 32bit packages, but now I only have 64bit systems, so it's a bit harder to build 32bit packages. Anyway, U++ infrastructure server will solve this inconvenient in near future.(I hope so, else I have to build in VirtualBox).  
Andrei

---

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12  
Posted by [mirek](#) on Mon, 16 Mar 2009 09:23:45 GMT  
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---

andrei\_natanael wrote on Mon, 16 March 2009 05:20Hi,  
I was responsible for building 32bit packages, but now I only have 64bit systems, so it's a bit harder to build 32bit packages. Anyway, U++ infrastructure server will solve this inconvenient in near future.(I hope so, else I have to build in VirtualBox).  
Andrei

Well, I still hope it should be possible to build 32bit .deb on 64bit ubuntu....

Mirek

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [sergeynikitin](#) on Tue, 17 Mar 2009 06:34:26 GMT

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---

In principle, I have several machines with a wide variety of Linux and the main working machine with a 32bit UBUNTU. As I understand it, the scripts to build the long-established. So get ready for the regular updating of 32bit-assembly.

---

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [mirek](#) on Tue, 17 Mar 2009 07:41:16 GMT

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---

sergeynikitin wrote on Tue, 17 March 2009 02:34In principle, I have several machines with a wide variety of Linux and the main working machine with a 32bit UBUNTU. As I understand it, the scripts to build the long-established. So get ready for the regular updating of 32bit-assembly.

Well, we are trying to move to nightly builds so that nobody has to care about updating.

However, all builds will have to be performed on Ubuntu 64 (because that is what runs on our 'infrastructure server').

Mirek

---

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [sergeynikitin](#) on Tue, 17 Mar 2009 08:04:48 GMT

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Nice!

We look forward to!

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [sevenjay](#) on Fri, 03 Apr 2009 08:52:04 GMT

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---

Thanks a lot.

I will try the Windows version.

But, is there a Debian/Ubuntu 32 bit package version?

Please, I need to try.

Thank you very much.

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [sevenjay](#) on Tue, 19 May 2009 07:08:25 GMT

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---

sevenjay wrote on Fri, 03 April 2009 10:52Thanks a lot.

I will try the Windows version.

But, is there a Debian/Ubuntu 32 bit package version?

Please, I need to try.

Thank you very much.

I build it on Ubuntu 9.04.

It works well.

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [tojocky](#) on Wed, 20 May 2009 06:32:55 GMT

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---

sevenjay wrote on Tue, 19 May 2009 10:08sevenjay wrote on Fri, 03 April 2009 10:52Thanks a lot.

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Hello!

I need U++ installation on Ubuntu 9.04 32bit.

Can anybody help me?

Thanks in advance!

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [mirek](#) on Wed, 20 May 2009 06:45:12 GMT

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---

tojocky wrote on Wed, 20 May 2009 02:32sevenjay wrote on Tue, 19 May 2009 10:08sevenjay wrote on Fri, 03 April 2009 10:52Thanks a lot.

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Hello!

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---

Can anybody help me?

Thanks in advance!

Try src. It should be X11-universal.

You might need to install some libs and gcc...

Mirek

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [tojocky](#) on Wed, 20 May 2009 07:23:13 GMT

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---

luzr wrote on Wed, 20 May 2009 09:45

Try src. It should be X11-universal.

You might need to install some libs and gcc...

Mirek

I didn't build this on linux. In readme from src I found to use "make install"  
I'm new in linux install.

Can anybody help me?

---

Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [koldo](#) on Wed, 20 May 2009 07:29:16 GMT

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Hello tojocky

Yes.

Quote:Try src. It should be X11-universal.

You might need to install some libs and gcc...

That is it. Install in Ubuntu "build-essential" package and after that compile the .gz sources doing.

make

make install

If you have problems you can also install the newer .deb in <http://www.ultimatepp.org/svnbuilds/>,



copy over it the last sources .gz and compile TheIDE package.

Best regards  
Koldo

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12  
Posted by [tojocky](#) on Wed, 20 May 2009 08:49:51 GMT  
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---

OK!

I was compiled the source code... but I thing that readme is incomplete!

Need to write list of libraries to install.

Thank you your help!

---

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12  
Posted by [mirek](#) on Wed, 20 May 2009 12:05:29 GMT  
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---

tojocky wrote on Wed, 20 May 2009 04:49OK!

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Thank you your help!

Will you?

Mirek

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12  
Posted by [tojocky](#) on Wed, 20 May 2009 12:31:24 GMT  
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luzr wrote on Wed, 20 May 2009 15:05tojocky wrote on Wed, 20 May 2009 04:49OK!  
I was compiled the source code... but I thing that readme is incomplete!

Need to write list of libraries to install.

Thank you your help!

Will you?

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Mirek

OK!

I'm not sure that I will write all libraries, I'll try!

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [mr\\_ped](#) on Thu, 21 May 2009 11:15:07 GMT

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Kubuntu 9.04 (should be same as Ubuntu 9.04):

I downloaded latest src from google mirror ( [upp-x11-src-1214.tar.gz](#) ).

Additional packages I did install trough package manager (and all the dependencies for them ... in total it's LOT of packages):

build-essentials

libx11-dev

libxft-dev

libgtk2.0-dev

To unpack:

```
tar -xvzf upp-x11-src-1214.tar.gz
```

To compile:

```
make
```

you should get binary "theide" (7MB here now) in your home directory.

Then if you wish, run (without sudo!):

```
make install
```

This will prepare theide to be used locally by your current user, i.e. it will set up assemblies, and directories in user's home directory. Or you can simply run theide and set up everything by hand.

I think with flagNOGTK flag it would require only first three additional packages, I will maybe try it later, if it works with current src package.

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [mirek](#) on Thu, 21 May 2009 14:35:31 GMT

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Actually, I guess we could get the complete list of libraries from makefile (stupid me...).

I will do it soon.

Mirek

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [mr\\_ped](#) on Thu, 21 May 2009 19:34:38 GMT

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luzr wrote on Thu, 21 May 2009 16:35 Actually, I guess we could get the complete list of libraries from makefile (stupid me...).

I will do it soon.

Mirek

While that's certainly a proper first step, a list of .debs in some actual distribution will help to some users more.

But it should start with list of needed libs, I produced my list by simply waiting for compilation failure and searching for the file with apt-file utility. So I may have miss any libs which are used by U++ in general, but not by IDE.

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [mirek](#) on Fri, 22 May 2009 08:28:28 GMT

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mr\_ped wrote on Thu, 21 May 2009 15:34 luzr wrote on Thu, 21 May 2009 16:35 Actually, I guess we could get the complete list of libraries from makefile (stupid me...).

I will do it soon.

Mirek

While that's certainly a proper first step, a list of .debs in some actual distribution will help to some users more.

But it should start with list of needed libs, I produced my list by simply waiting for compilation failure and searching for the file with apt-file utility. So I may have miss any libs which are used by U++ in general, but not by IDE.

Luckily, the set is almost the same for TheIDE and U++.

The exceptions are things like OpenGL or database access libraries. But I guess you do not want to have them installed by default anyway..

Mirek

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [mr\\_ped](#) on Fri, 22 May 2009 10:15:06 GMT

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If we are going to improve the readme in src package, I would highly recommend to mention those libs (and package names) too (as "optional").

I don't have problem to support Ubuntu's list of .deb packages needed, I finally tried Ubuntu installation in VirtualBox and while it's far from usable for actual programming (at least until I figure out how to get bigger resolution then 800x600, probably I need to edit xorg.conf), it works like charm for experiments + compilation under latest OS version from CD ISO image, so I can try every new Ubuntu without endangering production OS and search for needed packages and provide you with the list.

To test some OGL/SDL/various DB things, I should probably try some U++ projects from examples/reference?

Any idea, which ones are most likely to exercise full dev support of desired libs? I think OGL/SDL have each their own example, so those will be easy, but I'm not sure about DBs.

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [mirek](#) on Fri, 22 May 2009 18:23:42 GMT

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reference/SQL\_\*  
reference/OpenGL

Mirek

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Subject: Re: SVN UPDATE & .deb BUILD : Revision 951 - 2009-03-12

Posted by [koldo](#) on Fri, 22 May 2009 23:38:16 GMT

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Hello mr\_ped

If you use Ubuntu and you can not install the full OS there is one additional option to VirtualBox or other virtualization system. It is called Portable Ubuntu.

<http://portableubuntu.demonccc.cloudius.com.ar/>

It is an Ubuntu system running as a Windows application. You do not need to install it, just run it so it is easy to carry in an usb memory. All Ubuntu applications appear on the Windows desktop.

Using it from an XP I have compiled the last theide from an older one that was in a 32 bits .deb package, just like I did in the real Ubuntu.

I do know that there is no better GNU/Linux than the real one, but in special cases this could be

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another option and U++ works well in it.

Best regards  
Koldo

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