
Subject: Creating .deb package for U++ app
Posted by [Mindtraveller](#) on Tue, 20 Apr 2010 11:10:24 GMT
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I want to make .deb package for my GUI app developed under U++. App will be precompiled, so no U++ itself is needed. Only runtime libraries required to start GUI U++ app under Linux. What dependencies should I include here? Please, anyone who did it before.

Subject: Re: Creating .deb package for U++ app
Posted by [dolik.rce](#) on Tue, 20 Apr 2010 15:48:33 GMT
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Hi Pavel,

You can get the basic idea about dependencies by running `ldd /your/app`
It lists shared libs linked in the binary, but the packages that supply those libs are in most cases named same or very similar.

You can also have a look at the control file for the package (brand new testing builds are here). The dependencies may of course be different if you use different build flags and they also differ in between various distro series.

IMO the best way to generate package is to prepare the whole source tree, as if it was unpacked debian source package (.dsc). That means sources+makefile+debian directory containing at least source control file and changelog. Then it is just a matter of calling `dpkg-shlibs`, `dpkg-gencontrol` and `dpkg-deb`. All of those tools are either from `dpkg-dev` or `devscripts`. I guess you could get an idea how to use them by looking at `upb/box/lpbuild` scripts.

I plan to develop some semi-automatic way to handle packaging of U++ projects, but it is not ready yet... Hopefully it will be someday in the future. Till then I offer you my help, feel free to contact me on `irc/jabber/icq`.

Regards,
Honza
