
Subject: Full install package for Windows
Posted by [koldo](#) on Mon, 26 Jul 2010 21:38:13 GMT
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Hello all

I think it would be interesting to have an install .exe file for Windows including all necessary items to compile all examples including in addition to actual .exe:

- MinGW 4.4.0 or better
- SDL

Just to install and compile it all .

What is your opinion?

I think if we want it, we can convince Mirek to do it.

If it would be useful, I have prepared some changes to MakeInstall4 and WinInstaller2 to include additional files. It is very easy.

It is only about 12 Mb of additional space but, I think it is worthwhile mainly for newbies that require to run it all just out of the box.

Subject: Re: Full install package for Windows
Posted by [jerson](#) on Tue, 27 Jul 2010 05:18:07 GMT
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I think it will be very useful especially for new users. Saves a lot of trouble identifying things that don't work and also allows the new user to see what can be achieved in UPP.

Good idea.

Subject: Re: Full install package for Windows
Posted by [mr_ped](#) on Tue, 27 Jul 2010 07:40:54 GMT
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My opinion is "yes", I did always like the old way of mingw bundled windows versions. I think it's not important to release every version in such way, if it takes too much time to prepare it, but at least every 6 months or so...

(anyway, I don't care too much, as normally I'm now under linux, so for me the good support for .deb is more important, and dolik did great job with that)

Subject: Re: Full install package for Windows
Posted by [dolik.rce](#) on Tue, 27 Jul 2010 08:31:58 GMT
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I vote yes too It really helped me to start with U++ when I first found it.

Also, it should be actually not that hard to achieve, as it was already done before, so we can continue where mingw builds were dropped.

Honza

Subject: Re: Full install package for Windows
Posted by [tojocky](#) on Tue, 27 Jul 2010 10:33:11 GMT
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The amazing of the full install is that you do not need to install other packages(mingw, sdl) for first test! It makes life easy!

YES!

Subject: Re: Full install package for Windows
Posted by [koldo](#) on Tue, 27 Jul 2010 14:27:40 GMT
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Just to underline that we have here http://sourceforge.net/projects/upp/files/upp/1517/mingw_4_4_0.7z/download a MinGW 4.4.0 10 Mb package that works well with U++ multitasking.

This can be used to maintain full installable complete, but as small as possible.

Subject: Re: Full install package for Windows
Posted by [281264](#) on Wed, 08 Sep 2010 08:20:19 GMT
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Excellent notion!; by all means I endorse it.

Javier

Subject: Re: Full install package for Windows
Posted by [Rishi](#) on Fri, 17 Sep 2010 07:24:58 GMT
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I say no . Use LLVM + OGRE + Allegro + OpenSL + Mesa3D instead because they are pure

permissive and uncontaminated by GPL.
But this make the upp very big for nearly half-a-GB.

Subject: Re: Full install package for Windows
Posted by [koldo](#) on Fri, 17 Sep 2010 07:58:09 GMT
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Rishi wrote on Fri, 17 September 2010 09:24I say no . Use LLVM + OGRE + Allegro + OpenSL + Mesa3D instead because they are pure permissive and uncontaminated by GPL.
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Hello Rishi

There is no problem as the proposal is to have two installers in Windows: one the actual and other the full.

Subject: Re: Full install package for Windows
Posted by [Rishi](#) on Fri, 17 Sep 2010 12:10:38 GMT
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But the combination I mentioned is full-permissive and they never tried for SUCK licensing like GPL. We can 'trust' the combination. Anyway, there needs to be a package manager for easy installation and a 'template manager' for templates to create projects easily and duplicate them. (like stupid devpacks, dev-c++ authors had been trying to develop devpacks instead of the dev-cpp IDE. Thats why it fell down underground.)

Important packages:

Please pack the following in precompiled library form (*.lib, *.dll, *.so, *.a)

Please don't ask people to build it.

- 1.Anyone please compile boost for windows under MinGW -- it is too hard to compile
- 2.Mesa3d
- 3.OGRE
- 4.libcurl
- 5.OpenSL if possible or (OpenSL ES)
- 6.PortMIDI
- 7.Allegro
- 8.libxml
- 9.xlib
- 10.zlib
- 11.Efl or some toolkit

It is very difficult to open package configuration and edit list of libraries, so template manager helps us a lot.

SDL maintains a suck-licensing method, so avoid it.

Subject: Re: Full install package for Windows
Posted by [koldo](#) on Fri, 17 Sep 2010 20:40:54 GMT
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Hello Rishi

A lot of work to do. If you know them well you can help by doing wrapper packages at least with the very basics (like GLCtrl).

About SDL, its license requires for commercial programs to include it dynamically. In fact this is the preferred way to link this kind of packages by default, so it does not hurt me much.

I am working a lot with SDL now. If you know any valid proposal with a more free license please post it.

Subject: Re: Full install package for Windows
Posted by [Rishi](#) on Sun, 19 Sep 2010 05:35:37 GMT
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koldo wrote on Sat, 18 September 2010 02:10 Rishi wrote on Fri, 17 September 2010 14:10 But the combination I mentioned is full-permissive and they never tried for SUCK licensing like GPL. We can 'trust' the combination. Anyway, there needs to be a package manager for easy installation and a 'template manager' for templates to create projects easily and duplicate them.

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I don't have experience with Upp. I was wasting time in studying suck-licensed Gtk. Now I am studying OpenGL+OGRE+CEGUI.

Anyone please DO the above mentioned stuff!

I am busy on proposal to make things permissive: PAQ, harmony.

I don't visit Wikipedia because it is copyleft.~~[/strike]~~

Anyone interested, contact me.
