
Subject: Error compiling Lundman's UFxp onubuntu 10.10 64

Posted by [druid](#) on Sun, 11 Sep 2011 17:20:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

I'm trying to compile UFxp as explained here: <http://www.lundman.net/wiki/index.php/UFxp:build> but when I start the IDE then add UFxp to MyApps then select UFxp by double clicking on it and right click on it and select "build" I get this error message:

Quote:----- UFxp (GUI MT MAIN GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX)

UFxp: circular 'uses' chain

UFxp: circular 'uses' chain

BLITZ: Misc.cpp OptionMgr.cpp SiteMgr.cpp Trans.cpp main.cpp QueueList.cpp EditSite.cpp

In file included from /home/salon/upp/MyApps/UFxp/Misc.cpp:1,

from /home/salon/upp.out/UFxp/GCC.Debug.Debug_full.Gui.Main.Mt.Sh

ared/\$blitz.cpp:3:

/home/salon/upp/MyApps/UFxp/Misc.h:3: fatal error: CtrlLib/CtrlLib.h: Aucun fichier ou dossier de ce type

compilation terminated.

UFxp: 7 file(s) built in (0:00.09), 12 msec / file, duration = 95 msec, parallelization 0%

There were errors. (0:00.10)

Although CtrlLib/CtrlLib.h is present. I have tried to build it too in the IDE (it's listed in MyApps/UFxp) but it didn't change anything.

I've looked over the internet but didn't find anything interesting... and there's apparently no IRC/forum for Lion's Apps... Does anybody know what's wrong?

Thanks in advance

Subject: Re: Error compiling Lundman's UFxp onubuntu 10.10 64

Posted by [mr_ped](#) on Mon, 12 Sep 2011 06:44:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Aucun fichier ou dossier de ce type"

Can you get English error messages?

(I still think programming with localised tools is the wrong way of doing it, and this is one of those moments which I count as proofs that I am right)

Subject: Re: Error compiling Lundman's UFxp onubuntu 10.10 64

Posted by [fudadmin](#) on Mon, 12 Sep 2011 21:48:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Aucun fichier ou dossier de ce type" = "No such file"? What have you got in your assembly directories? where is your uppsrc?
