Subject: U++ App for linux
Posted by Wolfgang on Wed, 04 Jan 2012 10:49:55 GMT
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Hi,

just a little question. I'm using Win7 (32bit) to run U++ but want to create a small app for my linux system. Can I create it on my windows machine and if yes, how (compile, test... etc.)?

Thanks!

best regards,
Wolfgang

By the way, happy new year!

Subject: Re: U++ App for linux
Posted by BioBytes on Wed, 04 Jan 2012 11:11:05 GMT
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Hi Wolfgang,

You can use the same source code (beware of some OS specificity that are solved by using #ifdef #endif instructions). Then compile the source code under your Linux system. This means that You have to install U++ under Linux by apt-get or something like that depending on your system.

Regards

Biobytes

Subject: Re: U++ App for linux
Posted by dolik.rce on Wed, 04 Jan 2012 11:46:19 GMT
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Hi Wolfgang,

The easiest way is to use virtualization With some simple, free virtualization tool (e.g. VirtualBox), you can maintain a number of linux distros that you want to support.

Another option might be using cygwin. If I remember correctly there used to be gcc package that compiled linux binaries. Google will sure give you some more info

I'd definitely recommend you the first way.

Best regards,
Honza

Subject: Re: U++ App for linux
Posted by koldo on Wed, 04 Jan 2012 11:47:15 GMT
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Hello Wolfgang

In addition to BioBytes post, I usually work in XP compiling with MSC and MinGW.

If code compiles well in MinGW it is almost sure that it will work well in Linux.

Only in very few cases and working at low level it is necessary to do #ifdefs. Fortunately U++ cares of it so it is very strange if you need to include #ifdefs in your code. In that case, ask before...: probably there is a function in U++ you did not know that cares of that OS specific issue .

Subject: Re: U++ App for linux
Posted by Wolfgang on Wed, 04 Jan 2012 16:38:10 GMT
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thank you, then I'll choose the virtual box cause i've already installed one on my local system (to do the server stuff)...

If I understand it the right way I just have to use apt to install ultimate++ and then compile it in my commandoline (on the linux machine I don't have an X)?

Subject: Re: U++ App for linux
Posted by dolik.rce on Wed, 04 Jan 2012 20:07:40 GMT
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Wolfgang wrote on Wed, 04 January 2012 17:38thank you, then I'll choose the virtual box cause i've already installed one on my local system (to do the server stuff)...

If I understand it the right way I just have to use apt to install ultimate++ and then compile it in my commandoline (on the linux machine I don't have an X)?

If you have headless server, you probably don't want to install the packages, as they would pull X and a ton of other dependencies into your system I think I should make a separate package for umk, with minimal dependencies. Then you could use that together with sources from svn. I'll look into it, give me couple days

Honza

Subject: Re: U++ App for linux
Posted by Wolfgang on Thu, 05 Jan 2012 07:41:26 GMT
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ahhh okay.
Yes it is headless and you're right, I don't want x and a ton of other dependencies on my server - thank you for information.
I can wait, no problem!

Wolfgang

Subject: Re: U++ App for linux
Posted by mr_ped on Thu, 05 Jan 2012 09:55:45 GMT
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I would create another machine in virtual box and install there full distro of choice (probably Ubuntu is worth to support in case you don't have specific needs), then install there all the dev tools and upp.

Subject: Re: U++ App for linux
Posted by Wolfgang on Thu, 05 Jan 2012 15:20:48 GMT
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hmm tried to add u++ to my sources:

sudo apt-add-repository ppa:dolic-rce/upp

but i get an error:
Error reading https://launchpad.net/api/1.0/~dolic-rce/+archive/upp: HTTP Error 404: Not Found

....

Subject: Re: U++ App for linux
Posted by dolik.rce on Thu, 05 Jan 2012 16:52:04 GMT
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Wolfgang wrote on Thu, 05 January 2012 16:20hmm tried to add u++ to my sources:

sudo apt-add-repository ppa:dolic-rce/upp

but i get an error:
Error reading https://launchpad.net/api/1.0/~dolic-rce/+archive/upp: HTTP Error 404: Not Found

....

You just have a typo in the PPA name It is dolik-rce/upp, with k

Honza

Subject: Re: U++ App for linux
Posted by Wolfgang on Thu, 05 Jan 2012 17:39:56 GMT
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oh my god, tried it about 5 times but hadn't seen it. THANK YOU

Subject: Re: U++ App for linux
Posted by dolik.rce on Fri, 06 Jan 2012 06:20:29 GMT
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Hi Wolfgang,
I've created package 'umk'. It is currently in nightly builds PPA only, later when it is tested properly, I'll move it to stable as well.

If you combine it with SVN checkout of U++ sources you should have all you need for building without X. Note that this setup is best for building command line applications. If you want to build GUI apps, you'll need to install some libraries, the usual bunch is: libatk, libcairo2, libexpat1, libfontconfig1, libfreetype6, libgdk-pixbuf, libglib libgtk, libnotify1, libnotify1-gtk, libpango, libpng, libx11, libxcursor, libxext6, libxfixes3, libxft, libxi, libxinerama, libxrandr and libxrender. It will probably pull in at least half of the packages that X would require, but you'd still have the advantage of not having to run X server.

Honza

PS: It would be great if you (or anyone else) could try the umk package and report possible problems. I could not test it much, as I don't have any ubuntu machine anymore

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