
Subject: Moving to Linux dev from Win
Posted by [jerson](#) on Tue, 03 Apr 2012 13:05:43 GMT
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hi all

I am trying to change my apps to a Linux version. I've been a windows developer all my life. Is there an easy migration path? I have installed PCLINUXOS on my machine and have tried to download what I think is the correct UPP package for me. I noticed that the download appears to be complete source code rather than a binary package. This means I have to MAKE the binaries; something I don't know how to do at the moment.

Is there something akin to the WIN32 installer for linux that I can give Synaptic Package manager?

A little tips / links on how to cross over will be highly appreciated. I have just cursory knowledge about linux at the moment.

confused
Jerson

Subject: Re: Moving to Linux dev from Win
Posted by [BioBytes](#) on Tue, 03 Apr 2012 20:15:13 GMT
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Hi Jerson,

Sorry I am not a linux specialist (still trying to make a wifi atheros card working correctly on Kubuntu).

I guess Honza is the right person to help you. Perhaps you should send him a mp.

Regards

Biobytes

Subject: Re: Moving to Linux dev from Win
Posted by [dolik.rce](#) on Tue, 03 Apr 2012 21:13:34 GMT
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Hi jerson

Congratulations on making that decision

I'm afraid I've got a bad news for you, concerning the packages and PCLinuxOS. This distribution

uses rpm package format, but there are no binary packages made specifically for PCLOS. The closest we have are rpms for Fedora. They might work, unless some of the dynamic libraries differ in version. I've never used any rpm based distro, so I can't tell you exactly how to install them, but I guess that double-click should work

Now, if you want (at least for now) resort to building your own theide, here are steps to build the source package you downloaded:

- 1) Extract the package (there should some graphical tool to do that, often accessible on right click in file manager)
- 2) Open terminal and move to the directory where you extracted the sources using command like "cd /path/to/source". You should be in the same directory where file named Makefile resides.
- 3) Now run command "make" in the terminal. It will build theide. Note that for this, you need to have g++ installed as well as development packages for libraries that U++ depends on. You should install those using some package manager present in the distribution (I think you mentioned Synaptic). IIRC you need to look for these packages: libx11-dev, libxft-dev, libpng12-dev, libbz2-dev, libgtk2.0-dev and libnotify-dev.
- 4) Now you will probably want to run "make install", which will copy the U++ sources to your home directory, prepare a build method and repositories and also place theide binary to your home. (Not exactly standard solution, but it'll do for now)
- 5) You should now be ready to run theide either by executing "~/theide" in terminal or by double clicking theide in your home directory in a file manager.

One more alternative solution is to try some other distribution, for which packages exist. That is anything Debian/Ubuntu based or Fedora. (Arch Linux and Gentoo are options too, but those are definitely not beginner friendly...)

I hope the above instructions were clean enough and that I made no mistakes Good luck!

Best regards,
Honza

Subject: Re: Moving to Linux dev from Win
Posted by [jerson](#) on Wed, 04 Apr 2012 00:55:25 GMT
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Hi Honza, Biobytes

Thanks for the clear cut instructions. I will try these out for sure and hope to get some clarity on this. I really appreciate the encouragement to move to linux. I am still trying!! I've just gotten past running from the liveCD to a hard disk install. I still have lots to learn.

Regards
Jerson
