Subject: Linux Mint 14 Mate 64 bits compiling problem Posted by koldo on Mon, 01 Apr 2013 15:29:33 GMT

View Forum Message <> Reply to Message

Hello all

I have installed TheIDE using Honza's .deb Launchpad package without problems.

However, when compiling there are problems with include directories. I have solved some of them but I cannot solve this one maybe related with GTK version:

I have tried to play with "/usr/include/gtk-2.0" directory changing it to 3.0 but without success.

Subject: Re: Linux Mint 14 Mate 64 bits compiling problem Posted by dolik.rce on Mon, 01 Apr 2013 17:19:43 GMT View Forum Message <> Reply to Message

Hi Koldo,

U++ unfortunately doesn't work with GTK3 yet. The error you see is a result of API changes between GTK2 and GTK3. If there is GTK2 available for Mint, it should work (provided you set the includes back to the GTK2 paths).

Best regards, Honza

Subject: Re: Linux Mint 14 Mate 64 bits compiling problem Posted by koldo on Tue, 02 Apr 2013 07:11:53 GMT

View Forum Message <> Reply to Message

dolik.rce wrote on Mon, 01 April 2013 19:19Hi Koldo,

U++ unfortunately doesn't work with GTK3 yet. The error you see is a result of API changes between GTK2 and GTK3. If there is GTK2 available for Mint, it should work (provided you set the includes back to the GTK2 paths).

Best regards, Honza Thank you Honza

In this case I will try on next days to uninstall libgtk3-dev and to install libgtk2-dev.

Subject: Re: Linux Mint 14 Mate 64 bits compiling problem Posted by dolik.rce on Tue, 02 Apr 2013 10:20:25 GMT

View Forum Message <> Reply to Message

koldo wrote on Tue, 02 April 2013 09:11In this case I will try on next days to uninstall libgtk3-dev and to install libgtk2-dev. I think there is no need to uninstall, they should be able to coexist At least on Arch, I have both versions installed.

Honza

Subject: Re: Linux Mint 14 Mate 64 bits compiling problem Posted by koldo on Tue, 02 Apr 2013 22:05:46 GMT

View Forum Message <> Reply to Message

Hello Honza

Yes, you are right. It works know.

I have had to add some folders:

- /usr/lib/x86_64-linux-gnu/glib-2.0/include
- /usr/lib/x86_64-linux-gnu/gtk-2.0/include

When an include is not found, this command is excellent. For example:

find /usr/include/ -name glib.h