Subject: umk fails on launchpad
Posted by bonami on Tue, 17 Mar 2015 06:17:40 GMT
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my code depends on upp.
here is part of the failure
make[1]: Entering directory `/build/buildd/ezcomm-3.6'
building...
umk ${PWD},/usr/share/upp/uppsrc ezcomm GCC -brv +GUI,SHARED,MT ${PWD}/ezcomm
Inline assembly: /build/buildd/ezcomm-3.6;/usr/share/upp/uppsrc
Output directory: /home/buildd/.upp/umk/_out
Main package: /build/buildd/ezcomm-3.6/ezcomm/ezcomm.upp
Build method:
Invalid build method
make[1]: *** [all] Error 3
this command line works fine on my local machine.
Is GCC not recognized on launchpad servers?
And by the way, will this output directory not be recognized by launchpad?

Subject: Re: umk fails on launchpad
Posted by Sender Ghost on Tue, 17 Mar 2015 06:46:27 GMT
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Hello.

bonami wrote on Tue, 17 March 2015 06:17Is GCC not recognized on launchpad servers?
I guess, there is a need to create the GCC build method (GCC.bm) file inside of "/home/buildd/.upp/umk" directory, based on your output information. You might find it on your local machine inside of "${HOME}/.upp/theide" or "/usr/share/upp" directory on launchpad, if you installed shared U++ source files there.

The list of directories where current umk searches build methods (*.bm) and assemblies (*.var) is follows:
${HOME}/.upp/umk
${HOME}/.upp/theide
${HOME}/.upp/ide
${HOME}
executable directory

bonami wrote on Tue, 17 March 2015 06:17And by the way, will this output directory not be recognized by launchpad?
As far as I know, the output directory need to create before using umk.

Also there are some examples in other topic.

Subject: Re: umk fails on launchpad
Posted by dolik.rce on Tue, 17 Mar 2015 08:41:52 GMT
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Sender Ghost wrote on Tue, 17 March 2015 07:46Hello.

bonami wrote on Tue, 17 March 2015 06:17Is GCC not recognized on launchpad servers?
I guess, there is a need to create the GCC build method (GCC.bm) file inside of "/home/buildd/.upp/umk" directory, based on your output information.
You can also pass full path to the *.bm file instead of just GCC. See the examples in documentation.

Best regards,
Honza

Subject: Re: umk fails on launchpad
Posted by Sender Ghost on Tue, 17 Mar 2015 09:10:06 GMT
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Hello, Jan.
dolik.rce wrote on Tue, 17 March 2015 08:41See the examples in documentation.
Yes, I read it a long time ago. My current understanding is based on the reading of U++ source files. The quality of this understanding is different question, where the answer might change over time.

Thanks for pointing it out, if it would help to resolve the mentioned issue(s).

Subject: Re: umk fails on launchpad
Posted by bonami on Wed, 18 Mar 2015 08:30:57 GMT
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please check the error "Invalid build method" at last
building...
umk ${PWD},/usr/share/upp/uppsrc ezcomm ./GCC.bm -brv +GUI,SHARED,MT ${PWD}/ezcomm
Inline assembly: /build/buildd/ezcomm-3.6.1;/usr/share/upp/uppsrc
Output directory: /home/buildd/.upp/umk/_out
Main package: /build/buildd/ezcomm-3.6.1/ezcomm/ezcomm.upp
Build method: /build/buildd/ezcomm-3.6.1/GCC.bm
----- CtrlLib (GUI SHARED MT GCC BLITZ LINUX POSIX) (1 / 9)
cd /usr/share/upp/uppsrc/CtrlLib
/usr/share/upp/uppsrc/CtrlLib/XPTheme.dli(1) : blocks BLITZ of
/usr/share/upp/uppsrc/CtrlLib/ChWin32.cpp
/usr/share/upp/uppsrc/CtrlLib/ChGtk.h(1) : blocks BLITZ of
/usr/share/upp/uppsrc/CtrlLib/ChGtk0.cpp
/usr/share/upp/uppsrc/CtrlLib/ChGtk.h(1) : blocks BLITZ of
/usr/share/upp/uppsrc/CtrlLib/ChGtk.cpp

BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp ScrollBar.cpp HeaderCtrl.cpp ArrayCtrl.cpp MultiButton.cpp PopupTable.cpp DropList.cpp DropChoice.cpp Static.cpp Splitter.cpp FrameSplitter.cpp SliderCtrl.cpp ColumnList.cpp Progress.cpp AKeys.cpp RichTextView.cpp Prompt.cpp Help.cpp DateTimeCtrl.cpp SuggestCtrl.cpp Bar.cpp MenuItem.cpp MenuBar.cpp ToolButton.cpp ToolBar.cpp ToolTip.cpp StatusBar.cpp TabCtrl.cpp TreeCtrl.cpp DropTree.cpp DlgColor.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp FileSelUtil.cpp PrinterJob.cpp Windows.cpp Win32.cpp Gtk.cpp TrayIconWin32.cpp TrayIconX11.cpp TrayIconGtk.cpp Update.cpp CtrlUtil.cpp LNGCtrl.cpp Ch.cpp
ChWin32.cpp
g++ -c -I"/build/buildd/ezcomm-3.6.1" -I"/usr/share/upp/uppsrc" -I"/usr/include/freetype2" -I"/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include" -I"/usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0" -I"/usr/include/gdk-pixbuf-2.0" -I"/usr/lib/i386-linux-gnu/glib-2.0/include" -I"/usr/lib/x86_64-linux-gnu/glib-2.0/include" -I"/usr/lib/i386-linux-gnu/gtk-2.0/include" -I"/usr/lib/x86_64-linux-gnu/gtk-2.0/include" -I"/usr/include/gtk-3.0/gdk" -I"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared" -DflagGUI -DflagSHARED -DflagMT -DflagGCC -DflagBLITZ -DflagLINUX -DflagPOSIX -fexceptions -Os -finline-limit=20 -ffunction-sections -fdata-sections -x c++ "/usr/share/upp/uppsrc/CtrlLib/ChWin32.cpp" -o "/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/ChWin32.o"
compiled in (0:00.00)
ChGtk0.cpp
g++ -c -I"/build/buildd/ezcomm-3.6.1" -I"/usr/share/upp/uppsrc" -I"/usr/include/freetype2" -I"/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include" -I"/usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0" -I"/usr/include/gdk-pixbuf-2.0" -I"/usr/lib/i386-linux-gnu/glib-2.0/include" -I"/usr/lib/x86_64-linux-gnu/glib-2.0/include" -I"/usr/lib/i386-linux-gnu/gtk-2.0/include" -I"/usr/lib/x86_64-linux-gnu/gtk-2.0/include" -I"/usr/include/gtk-3.0/gdk" -I"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared" -DflagGUI -DflagSHARED -DflagMT -DflagGCC -DflagBLITZ -DflagLINUX -DflagPOSIX -fexceptions -Os -finline-limit=20 -ffunction-sections -fdata-sections -x c++ "/usr/share/upp/uppsrc/CtrlLib/ChGtk0.cpp" -o "/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/ChGtk0.o"
compiled in (0:00.00)
ChGtk.cpp
g++ -c -I"/build/buildd/ezcomm-3.6.1" -I"/usr/share/upp/uppsrc" -I"/usr/include/freetype2" -I"/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include" -I"/usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0" -I"/usr/include/gdk-pixbuf-2.0" -I"/usr/lib/i386-linux-gnu/glib-2.0/include" -I"/usr/lib/x86_64-linux-gnu/glib-2.0/include" -I"/usr/lib/i386-linux-gnu/gtk-2.0/include" -I"/usr/lib/x86_64-linux-gnu/gtk-2.0/include" -I"/usr/include/gtk-3.0/gdk" -I"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared" -DflagGUI -DflagSHARED -DflagMT -DflagGCC -DflagBLITZ -DflagLINUX -DflagPOSIX -fexceptions -Os -finline-limit=20 -ffunction-sections -fdata-sections -x c++ "/usr/share/upp/uppsrc/CtrlLib/ChGtk.cpp" -o "/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/ChGtk.o"
compiled in (0:00.00)
CtrlLib.icpp
g++ -c -I"/build/buildd/ezcomm-3.6.1" -I"/usr/share/upp/uppsrc" -I"/usr/include/freetype2" -I"/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include"

-I"/usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0"
-I"/usr/include/gdk-pixbuf-2.0" -I"/usr/lib/i386-linux-gnu/glib-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/glib-2.0/include" -I"/usr/lib/i386-linux-gnu/gtk-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/gtk-2.0/include" -I"/usr/include/gtk-3.0/gdk"
-I"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared" -DflagGUI -DflagSHARED
-DflagMT -DflagGCC -DflagBLITZ -DflagLINUX -DflagPOSIX -fexceptions -Os -finline-limit=20
-ffunction-sections -fdata-sections -x c++ "/usr/share/upp/uppsrc/CtrlLib/CtrlLib.icpp" -o
"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/CtrlLib.o"
g++ -c -I"/build/buildd/ezcomm-3.6.1" -I"/usr/share/upp/uppsrc" -I"/usr/include/freetype2"
-I"/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include"
-I"/usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0"
-I"/usr/include/gdk-pixbuf-2.0" -I"/usr/lib/i386-linux-gnu/glib-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/glib-2.0/include" -I"/usr/lib/i386-linux-gnu/gtk-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/gtk-2.0/include" -I"/usr/include/gtk-3.0/gdk"
-I"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared" -DflagGUI -DflagSHARED
-DflagMT -DflagGCC -DflagBLITZ -DflagLINUX -DflagPOSIX -fexceptions -Os -finline-limit=20
-ffunction-sections -fdata-sections
"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/$blitz.cpp" -o
"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/$blitz.o"
g++ -c -I"/build/buildd/ezcomm-3.6.1" -I"/usr/share/upp/uppsrc" -I"/usr/include/freetype2"
-I"/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include"
-I"/usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0"
-I"/usr/include/gdk-pixbuf-2.0" -I"/usr/lib/i386-linux-gnu/glib-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/glib-2.0/include" -I"/usr/lib/i386-linux-gnu/gtk-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/gtk-2.0/include" -I"/usr/include/gtk-3.0/gdk"
-I"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared" -DflagGUI -DflagSHARED
-DflagMT -DflagGCC -DflagBLITZ -DflagLINUX -DflagPOSIX -fexceptions -Os -finline-limit=20
-ffunction-sections -fdata-sections -x c++ "/usr/share/upp/uppsrc/CtrlLib/ChWin32.cpp" -o
"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/ChWin32.o"
g++ -c -I"/build/buildd/ezcomm-3.6.1" -I"/usr/share/upp/uppsrc" -I"/usr/include/freetype2"
-I"/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include"
-I"/usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0"
-I"/usr/include/gdk-pixbuf-2.0" -I"/usr/lib/i386-linux-gnu/glib-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/glib-2.0/include" -I"/usr/lib/i386-linux-gnu/gtk-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/gtk-2.0/include" -I"/usr/include/gtk-3.0/gdk"
-I"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared" -DflagGUI -DflagSHARED
-DflagMT -DflagGCC -DflagBLITZ -DflagLINUX -DflagPOSIX -fexceptions -Os -finline-limit=20
-ffunction-sections -fdata-sections -x c++ "/usr/share/upp/uppsrc/CtrlLib/ChGtk0.cpp" -o
"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/ChGtk0.o"
g++ -c -I"/build/buildd/ezcomm-3.6.1" -I"/usr/share/upp/uppsrc" -I"/usr/include/freetype2"
-I"/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include"
-I"/usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0"
-I"/usr/include/gdk-pixbuf-2.0" -I"/usr/lib/i386-linux-gnu/glib-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/glib-2.0/include" -I"/usr/lib/i386-linux-gnu/gtk-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/gtk-2.0/include" -I"/usr/include/gtk-3.0/gdk"
-I"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared" -DflagGUI -DflagSHARED
-DflagMT -DflagGCC -DflagBLITZ -DflagLINUX -DflagPOSIX -fexceptions -Os -finline-limit=20
-ffunction-sections -fdata-sections -x c++ "/usr/share/upp/uppsrc/CtrlLib/ChGtk.cpp" -o

"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/ChGtk.o"
compiled in (0:02.49)
Invalid build method
g++ -c -I"/build/buildd/ezcomm-3.6.1" -I"/usr/share/upp/uppsrc" -I"/usr/include/freetype2"
-I"/usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include"
-I"/usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0"
-I"/usr/include/gdk-pixbuf-2.0" -I"/usr/lib/i386-linux-gnu/glib-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/glib-2.0/include" -I"/usr/lib/i386-linux-gnu/gtk-2.0/include"
-I"/usr/lib/x86_64-linux-gnu/gtk-2.0/include" -I"/usr/include/gtk-3.0/gdk"
-I"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared" -DflagGUI -DflagSHARED
-DflagMT -DflagGCC -DflagBLITZ -DflagLINUX -DflagPOSIX -fexceptions -Os -finline-limit=20
-ffunction-sections -fdata-sections -x c++ "/usr/share/upp/uppsrc/CtrlLib/CtrlLib.icpp" -o
"/home/buildd/.upp/umk/_out/CtrlLib/GCC.Blitz.Gui.Mt.Shared/CtrlLib.o"
CtrlLib: 57 file(s) built in (0:27.18), 476 msecs / file, duration = 27783 msecs, parallelization 40%

Subject: Re: umk fails on launchpad
Posted by bonami on Thu, 19 Mar 2015 03:40:49 GMT
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The error is caused by, in Makefile, the third of umk parameters does not accept relative path.

In line 36 of Makefile,
cp ${source_files} ${program_name}
I'm so puzzled how the building runs on the server.
1. In home dir /build/buildd, mkdir ezcomm-3.6.1 and get the code, or extract the code zip.
2. under the code dir, run make.
3. Makefile will copy source code to a subdir ezcomm and compile there?
