
Subject: I've just joined the wonderful world of Linux software distribution!

Posted by [cbporter](#) on Thu, 08 Sep 2016 15:40:45 GMT

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Any hints?

For starters, I installed Virtual Box, got Mint Linux and then I'm going to try and create a binary with as few .so dependencies as possible...

Edit: Yup, this will be quite the adventure!

File Attachments

1) [VirtualBox_Mint 18 Cinnamon 32bit_08_09_2016_19_51_23.png](#),
downloaded 999 times

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [cbporter](#) on Thu, 08 Sep 2016 18:09:11 GMT

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My first attempt at installing from compiling form sources did not work. It compiled for 20 minutes and ultimately did not manage to find the final ThelDE executable.

Then I added the PPA and got the above result.

My second attempt at compiling worked though. ThelDE and UWord are up and running as a test.

UWord din compile in 9 minutes, but I guess that is due to the VM setup.

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [Klugier](#) on Thu, 08 Sep 2016 20:51:04 GMT

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Hello,

Compilation for tarbal on Linux Mint should work out of the box. All you need to do is execute following commands

```
cd $(dirWhenUpplsStored)
chmod +x debian
sudo debian #execute script tha install all need packages for compilation and linking
make
```

After that you should configure your TheIDE.

If there is any compilation error, please let us know about this. We will try to fix it.

Quote:

My first attempt at installing from compiling form sources did not work. It compiled for 20 minutes and ultimately did not manage to find the final TheIDE electable.

After successful build it should be stored in \$(dirWhenUpIsStored) directory.

P.S.

You can try to invoke make with -j \$(cpuNumbers), but it might not work yet. If you test that option please post feedback in this topic.

Sincerely and good luck with fighting Linux,
Klugier

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [deep](#) on Fri, 09 Sep 2016 11:46:26 GMT

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Hi

I am getting following error during compile from source

Ubuntu 16.04
UPP10171 & upp10201

```
./Core/Map.hpp:306:8: error: call of overloaded 'Sort(Upp::Vector<int>&)' is ambiguous Sort(b);

c++ -c -x c++ -O3 -ffunction-sections -fdata-sections -std=c++0x -I./ -I/usr/include/gtk-2.0
-I/usr/lib/i386-linux-gnu/gtk-2.0/include -I/usr/include/atk-1.0 -I/usr/include/cairo
-I/usr/include/gdk-pixbuf-2.0 -I/usr/include/pango-1.0 -I/usr/include/gio-unix-2.0/
-I/usr/include/freetype2 -I/usr/include/glib-2.0 -I/usr/lib/i386-linux-gnu/glib-2.0/include
-I/usr/include/pixman-1 -I/usr/include/libpng12 -I/usr/include/harfbuzz -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/X11R6/include
-I/usr/X11R6/include/freetype2 -I/usr/X11R6/include/gtk-2.0 -I/usr/X11R6/include/glib-2.0
-I/usr/X11R6/lib/glib-2.0/include -I/usr/X11R6/lib/gtk-2.0/include -I/usr/X11R6/include/cairo
-I/usr/X11R6/include/pango-1.0 -I/usr/X11R6/include/atk-1.0 -I/usr/include/gdk-pixbuf-2.0
-I/usr/include/gtkglext-1.0 -I/usr/lib/gtkglext-1.0/include -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 -DflagGCC -DflagSHARED -DflagLINUX -DflagPOSIX
-DflagMAIN umk/Console.cpp -o
_out/umk//home/upp/Scripts/GCCMK.bm-Gcc-Linux-Main-Posix-Shared/Console.o
```

```
In file included from ./Core/Core.h:334:0,
    from ./Esc/Esc.h:4,
    from ./ide/Core/Core.h:4,
    from ./ide/Builders/Builders.h:4,
    from umk/umake.h:4,
    from umk/Console.cpp:1:
./Core/Map.hpp: In member function 'void Upp::AIndex<T, V>::Sweep()':
./Core/Map.hpp:306:8: error: call of overloaded 'Sort(Upp::Vector<int>&)' is ambiguous
    Sort(b);
    ^
./Core/Map.hpp:306:8: note: candidates are:
In file included from ./Core/Core.h:276:0,
    from ./Esc/Esc.h:4,
    from ./ide/Core/Core.h:4,
    from ./ide/Builders/Builders.h:4,
    from umk/umake.h:4,
    from umk/Console.cpp:1:
./Core/Sort.h:119:6: note: void Upp::Sort(Range&) [with Range = Upp::Vector<int>]
void Sort(Range& c)
    ^
./Core/Sort.h:125:6: note: void Upp::Sort(Range&&) [with Range = Upp::Vector<int>&]
void Sort(Range&& c) { Sort(c); }
    ^
In file included from ./Core/Core.h:334:0,
    from ./Esc/Esc.h:4,
    from ./ide/Core/Core.h:4,
    from ./ide/Builders/Builders.h:4,
    from umk/umake.h:4,
    from umk/Console.cpp:1:
./Core/Map.hpp: In member function 'void Upp::AMap<K, T, V>::Sweep()':
./Core/Map.hpp:628:8: error: call of overloaded 'Sort(Upp::Vector<int>&)' is ambiguous
    Sort(b);
    ^
./Core/Map.hpp:628:8: note: candidates are:
In file included from ./Core/Core.h:276:0,
    from ./Esc/Esc.h:4,
    from ./ide/Core/Core.h:4,
    from ./ide/Builders/Builders.h:4,
    from umk/umake.h:4,
    from umk/Console.cpp:1:
./Core/Sort.h:119:6: note: void Upp::Sort(Range&) [with Range = Upp::Vector<int>]
void Sort(Range& c)
    ^
./Core/Sort.h:125:6: note: void Upp::Sort(Range&&) [with Range = Upp::Vector<int>&]
void Sort(Range&& c) { Sort(c); }
```

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [cbporter](#) on Fri, 09 Sep 2016 15:49:53 GMT

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Klugier wrote on Thu, 08 September 2016 23:51Hello,

Compilation for tarbal on Linux Mint should work out of the box. All you need to do is execute following commands

```
cd $(dirWhenUpplsStored)
chmod +x debian
sudo debian #execute script tha install all need packages for compilation and linking
make
```

Hi Klugier,

Unfortunately I don't have the original error log anymore since my second compile was a success.

But I found VirtualBox to be ridiculously slow. Slow like a computer from 10 years ago.

So now I'm on VMWare Player and it feels snappy. Might compile all in under 20 minutes this time.

This means that I'm repeating the setup process again from zero, and if real problems show up, I'll post the logs.

Thanks for the help!

But it will probably work.

On the other hand, I know this is the tried and true Linux way, but I still can't approve: my first compile spit out about two pages that I had to read to figure out what was wrong and the conclusion was:

make: C++: command not found

Yeah yeah, I know how to fix this, but whatever scripts I'll try to create for my own software will do their best to print a single line in this case: "dude, you don't have a c++ compiler!".

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [cbporter](#) on Fri, 09 Sep 2016 16:32:35 GMT

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cbporter wrote on Thu, 08 September 2016 21:09My first attempt at installing from compiling

form sources did not work. It compiled for 20 minutes and ultimately did not manage to find the final ThelDE executable.

Happened a second time.

It was a missing libnotify-dev. This package is required late in the compilation process.

It would be great if the scripts were modified to first compile behind the scenes a dummy.cpp which includes all the headers and links with all the .so for an average build.

Everything seems to work right now and UWord compilation went down from 9 minutes to 1:08...

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [mirek](#) on Fri, 09 Sep 2016 17:15:01 GMT

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cbporter wrote on Fri, 09 September 2016 17:49Klugier wrote on Thu, 08 September 2016 23:51Hello,

Compilation for tarbal on Linux Mint should work out of the box. All you need to do is execute following commands

```
cd $(dirWhenUpplsStored)
chmod +x debian
sudo debian #execute script tha install all need packages for compilation and linking
make
```

Hi Klugier,

Unfortunately I don't have the original error log anymore since my second compile was a success.

But I found VirtualBox to be ridiculously slow. Slow like a computer from 10 years ago.

Same experience here...

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [mirek](#) on Fri, 09 Sep 2016 18:12:20 GMT

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deep wrote on Fri, 09 September 2016 13:46Hi

I am getting following error during compile from source

Ubuntu 16.04
UPP10171 & upp10201

./Core/Map.hpp:306:8: error: call of overloaded 'Sort(Upp::Vector<int>&)' is ambiguous Sort(b);

What is your

c++ --version

?

(I have just tested in ubuntu 16.04, umk compiled without problems - but this is a bug that I have encountered with some older gcc versions)

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [coolman](#) on Sat, 10 Sep 2016 09:20:16 GMT

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mirek wrote on Fri, 09 September 2016 20:12deep wrote on Fri, 09 September 2016 13:46Hi

I am getting following error during compile from source

Ubuntu 16.04
UPP10171 & upp10201

./Core/Map.hpp:306:8: error: call of overloaded 'Sort(Upp::Vector<int>&)' is ambiguous Sort(b);

What is your

c++ --version

?

(I have just tested in ubuntu 16.04, umk compiled without problems - but this is a bug that I have encountered with some older gcc versions)

Hi,

I can confirm, that you have to use gcc version 4.9+ to solve this error.

BR, Radek

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [cbporter](#) on Tue, 13 Sep 2016 12:54:48 GMT

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Yeah, I spent 2 days fixing / vs \ bugs.

Fun fun.

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [cbporter](#) on Wed, 12 Oct 2016 11:31:08 GMT

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The saga continues.

I found another strange issue.

Using `CtrlLayout(*this, "TITLE")`; in my main windows causes it to not be resizeable vertically. Horizontal is fine. This in turn disables maximization.

Fixed for now by not calling `CtrlLayout`.

Subject: Re: I've just joined the wonderful world of Linux software distribution!

Posted by [cbporter](#) on Wed, 12 Oct 2016 17:39:03 GMT

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cbporter wrote on Wed, 12 October 2016 14:31The saga continues.

I found another strange issue.

Using `CtrlLayout(*this, "TITLE")`; in my main windows causes it to not be resizeable vertically. Horizontal is fine. This in turn disables maximization.

Fixed for now by not calling `CtrlLayout`.

Managed to reproduce the bug reliably with `AdressBook`. You need to set `Sizeable().Zoomable()` for it to work.

What you need to do is set the layout height so it is greater than the desktop area. For instance, this works fine:

`LAYOUT(AdressBookLayout, 512, 500)`

because it causes my window to be less than the desktop height.

But:

`LAYOUT(AdressBookLayout, 512, 600)`

causes the window to not be resizeable vertically.

Works with any TopWindow.

I am using Mint Linux 18 with who knows whatever weird X i never say before: might be Cinnamon? What happened with Gnome and KDE?
