Subject: Can Ultimate++ be installed on Beaglebone Black running on Debian OS?
Posted by arbj on Sun, 27 Nov 2016 06:55:17 GMT
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Hi,

I am trying to develop GUI application on a beaglebone black ARM based computer. I need to know if Ultimate++ can be used to develop GUI based applications for the beaglebone black??

g++ runs and compiles on beaglebone black without any problems...

thanks
a

Subject: Re: Can Ultimate++ be installed on Beaglebone Black running on Debian OS?
Posted by mirek on Sun, 27 Nov 2016 19:08:57 GMT
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arbj wrote on Sun, 27 November 2016 07:55Hi,

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thanks
a

I do not have experiences with beaglebone. It looks like it runs Linux, if it provides X11 or GTK, you generally can.

Mirek

Subject: Re: Can Ultimate++ be installed on Beaglebone Black running on Debian OS?
Posted by Didier on Mon, 28 Nov 2016 19:06:31 GMT
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Hi arbj,

I haven't tested with a beaglebone, but I managed to make UPP work on a gumstics and rasberry PI (1 and 2)

So, I don't take any risks saying that it will work ;)

Main problem is getting you're first ide compiled for the beaglebone ... after it's easy

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Subject: Re: Can Ultimate++ be installed on Beaglebone Black running on Debian OS?
Posted by Klugier on Mon, 28 Nov 2016 21:51:39 GMT
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Hello,

I think the best way to start working with ARM devices is to use cross compilation. It can be hard - but it is worth it. I never manage to do that, but probably i spend too little time doing it.

TheIDE can handle cross compilation build by creating custom build method. You need ARM linux compiler and libraries from your operation system with corresponding paths. They can be gained through ssh or you can just copy it from your device. Then if everything is OK you will be able to compile any U++ ARM application directly from your desktop computer. The compilation time should be similar to time that you spending compiling native application.

It would be good if somebody try and write good tutorial how to do that.

Sincerely,
Klugier

Subject: Re: Can Ultimate++ be installed on Beaglebone Black running on Debian OS?
Posted by Didier on Tue, 29 Nov 2016 22:41:38 GMT
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Well, as a matter of fact, I have already written a tutorial (but it's in French) and is specialised for the RPI2 with a RASPBIAN image.
I will try to find time to translate it.

The approach I took is quite different from the ones usually seen.
I started from the following points I remarked :

I don't have time to rebuild the whole tool-chain or even less the whole linux !! To long and always changing and their is always a library missing Trying to keep my cross-compilation environnement up-to-date with the boards config is not fun at all Using a running board to install all the librairies needed and compilation tools is very easy (using yum or aptget) Installing a cross-compiler on my Linux PC is very easy, download it or install it through

So I decided to :

Prepare the compilation environnement (libs, lib headers, verify that all compiles) directly on the board Once the board is ready : extract the content of the sdcard and generate a cross-compilation environnement from it's content I also generate the '.bm' file

So when I need to update the board, all I have to do is regenerate a new cross-compilation environement : I don't need to know what changed !!!

This also has the benefit of making it easy to use several cross-compilation environnements at the same time ==> it's only another .BM file

Will try to find time to translate
