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Subject: C++11 issue under Linux  
Posted by [jibe](#) on Fri, 12 May 2017 08:21:02 GMT  
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Hi,

Sorry for this newbie question, but I think that a clear doc about upgrading is either missing or too difficult to find...

I was using U++ 9732 on Linux Mint Maya (derived from Ubuntu Precise), and I just upgraded to Mint Serena (based on Ubuntu Xenial) with U++ 10804. And now, I always get an error :  
This version of U++ REQUIRES C++11  
(the typo is in the message).

I get this error even with the "AddressBook" example !

I find a lot of things about that, even old unsolved bugs and posts saying that adding `-std=c++11` is not working, but nothing saying clearly what to do to solve that, so I'm a lot confused to know what to do... And very surprised that with a fresh install the examples are impossible to compile !

This is probably only a little bug in the config or a little thing that I did wrong, but how to solve it ?

[Edit] : I see that I have GCC4.8.bm only, but I have not gcc-4.8 installed. Instead, I have gcc-5 and gcc-6. I tried to copy it to GCC5.bm and GCC6.bm, changing inside the compiler name, but this seems to have no effect.

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Subject: C++11 issue under Linux  
Posted by [jibe](#) on Fri, 12 May 2017 10:27:50 GMT  
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I got it work, but not totally...

I first uninstall theide and upp and removed all files in the /home/user folder, changed the PPA to the nightly builds and then re-installed. I was then able to compile successfully the AddressBook.

I notice that I have now only GCC.bm.

Then, I re-installed my folders ~/upp, ~/MyApps and ~/.upp coming from my old Linux (and U++ 9732), keeping the new ~/.upp/theide folder and tried to compile one of my application, but I got again the same error about C++11. Trying with the AddressBook, I got also the error...

Obviously, something coming from my old install is bad, but what ? How could this affect the examples ?

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Subject: Re: C++11 issue under Linux  
Posted by [Klugier](#) on Fri, 12 May 2017 10:44:00 GMT  
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Hello,

Please make sure you have following flags enable in your build method ("Common C++ options"):

`-std=c++11`

This should fix the requirement of the C++11. If this will not work just compare your build method to that delivered with upp.

Sincerely,  
Klugier

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Subject: Re: C++11 issue under Linux  
Posted by [jibe](#) on Fri, 12 May 2017 13:18:02 GMT  
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Thanks for your reply :)

Yes, it was that! But I have still 3 questions :

1) Where is the best place to put it ? In "Common options" or in "Common C++ options", knowing that I'll have to compile some old apps in pure C, not C++, and that they didn't compile with the new version (but I am no more sure about the kind of error I got)

During my first try (with the "normal" PPA, not the nightly), I tried to put it in "Common options" and it did not work After I re-installed the nightly builds, it was set in "Common options" and working After I installed my applications, keeping `~/.upp/theide/`, it disappeared (and I didn't verified, I just saw after reading your post)

2) Where is it kept ? Or, in other words, why did it disappeared when I copied my apps (`~/MyApps` and `~/upp` folders) ?

3) Is there a good doc about migrating from one version to another or from one distrib to another ?

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Subject: Re: C++11 issue under Linux  
Posted by [Klugier](#) on Fri, 12 May 2017 19:44:39 GMT  
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Hello,

1) "Common C++ options" is used to compile all files that belongs to c++ space like .cpp .cxx etc. Common options is mainly used by all files - for example i used it to put all warning related flags "-Wall -Wextra" in GCC front-end. OK - I see that there is no documentation about "Build methods" layout - I think this is the documentation site with the high priority. I will create one when I found free time.

I am not the ppa user - so it would be good if the experts in this area will give you the answer.

2) The build methods are kept under the following directory (POSIX environment) "/home/klugier/.upp/theide/". Please notice that you could import build method by only with "bm" extension in "Setup -> Build Methods..". If you want to import bundled build method (it is recommended when you update theide manually) just change the extension and import. This is the trick but it is nice to know that.

3) Well, the migration process is not so hard as many can think it is. First of all you need to understand the new features of Core. So go to the "Tutorials" and select "Core". Read about all new facilities and migrate - your code will gain on that operation.

About migrating to the new upp platforms. There is not tutorials - however you could look at updated documentation site. When i write new feature into TheIDE i likely to write documentation. We will need to do that for our new "Macro Manger" with Omari :)

If you want to help or you have some attentions to the documentation. Fell free to post articles - we will be glad :)

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I found that there is nice article on the site with updated screen shots ;). There you can spotted [http://www.ultimatepp.org/app\\$ide\\$GettingStarted\\$en-us.html](http://www.ultimatepp.org/app$ide$GettingStarted$en-us.html) build method layout.

Sincerely,  
Klugier

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