
Subject: Re: Building 32 bit apps on Ubuntu64
Posted by [mdelfede](#) on Sat, 09 Oct 2010 16:26:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Sat, 09 October 2010 17:49mdelfede wrote on Fri, 08 October 2010 16:41
IMHO it would be quite good to have a 32 bit build method, it's useful to build apps designed, for example, to run on a remote linux box.

IMHO TheIDE has GCC32 Builder (at least in my case).

yep, but in my case didn't work out of the box.... I don't know if it has the -m32 hardcoded.
Anyways I added it as a compiler flag and it runs well

Quote:

What I personally would like to see is the ability to set up a target platform for a compiler in the builder configuration UI. That would let me to set up WIN32 target for the MinGW compiler on Linux. Now it is hardcoded to LINUX, I believe. This small change would make cross-compilation much easier. Instead of installing UPP under Wine I would be able to compile everything on Linux.

Yes, that would be useful, even if mingw isn't a so reliable compiler. I use wine too, with MSC to build windows apps.

BTW... did you solve the libnotify -- -ldbus-glib-1 problem ?
I had to setup 2 builds methods, one for gui apps and one without, because of it.

Max