
Subject: Re: Building 32 bit apps on Ubuntu64
Posted by [Novo](#) on Fri, 15 Oct 2010 16:39:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

I made a couple more experiments with building of 32 bit executables on 64 bit Linux and it turned out that "-m32" option with compiler and "-ldbus-glib-1" option with linker are not necessary. It is just enough to choose a GCC32 builder. I haven't had any linking issues so far and there is no redundant dependency on dbus-glib-1.so.2 in console applications.

My release builder options look like below.

Optimize for speed: -O3 -ffunction-sections -fdata-sections
Optimize for size: -Os -finline-limit=20 -ffunction-sections -fdata-sections
Release link options: -Wl,--gc-sections