
Subject: Re: Problem Launching stable IDE on OpenBSD 4.8-stable

Posted by [Col. Builder](#) on Wed, 20 Apr 2011 21:01:46 GMT

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dolik.rce wrote on Tue, 19 April 2011 23:35Hi Col. Builder,
Welcome to the forum

Col. Builder wrote on Wed, 20 April 2011 05:39I had to tweak the uppsrc/Makefile to account for many of my headers and libraries being under /usr/local/include, /usr/local/lib.
I guess I can add those folders to the Makefile defaults to be more OpenBSD friendly...

As for the invalid memory access, it is hard to tell... Could you try to run it in debugger and post a backtrace when the error happens? (You might need to recompile theide with -g in CFLAGS and tweak the ar invocation in AR variable to get executable with debugging symbols...).

Also you could try to compile some simpler apps from examples/tutorial/reference directory, to see how deep the problem lays. E.g. wc (this one uses Core only) and Days (just basic GUI), both are in examples directory.

Meanwhile, I'll try to install OpenBSD in virtual machine to see if I can reproduce the problem...

Best regards,
Honza
Thanks for the welcome!

Here are the relevant lines of the makefile that I tweaked:

```
UPPOUT = _out/
```

```
CINC = \  
-I./ \  
-I/usr/local/include/freetype2 \  
-I/usr/local/include/gtk-2.0 \  
-I/usr/local/include/glib-2.0 \  
-I/usr/local/lib/glib-2.0/include \  
-I/usr/local/lib/gtk-2.0/include \  
-I/usr/local/include/cairo \  
-I/usr/local/include/pango-1.0 \  
-I/usr/local/include/atk-1.0 \  
-I/usr/local/include/gdk-pixbuf-2.0 \  
-I/usr/local/include/gtk-2.0/gdk-pixbuf \  
-I/usr/local/include/libpng \  
\   
-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 \  
\
```

```
-l/usr/include/cairo \  
-l/usr/include/pango-1.0 \  
-l/usr/include/atk-1.0 \  
-l/usr/include/gdk-pixbuf-2.0 \  
-l/usr/include/gtk-2.0/gdk-pixbuf \  
-l/usr/include/libpng \  
\   
-l/usr/X11R6/include \  
-l/usr/X11R6/include/freetype2 \  
-l/usr/X11R6/include/gtk-2.0 \  
-l/usr/X11R6/include/glib-2.0 \  
-l/usr/X11R6/lib/glib-2.0/include \  
-l/usr/X11R6/lib/gtk-2.0/include \  
-l/usr/X11R6/include/cairo \  
-l/usr/X11R6/include/pango-1.0 \  
-l/usr/X11R6/include/atk-1.0 \  
\   
-l/usr/local/include \  
-l/usr/include
```

```
#Macro = -DflagGUI -DflagGCC -DflagSHARED -DflagLINUX -DflagPOSIX  
Macro = -DflagGUI -DflagGCC -DflagSHARED -DflagOPENBSD -DflagPOSIX  
CC = c++  
LINKER = $(CC)
```

```
CFLAGS = -O3 -ffunction-sections -fdata-sections  
CXXFLAGS = -O3 -ffunction-sections -fdata-sections  
LDFLAGS = -Wl,--gc-sections $(LINKOPTIONS)
```

```
#LIBPATH = -L"/usr/X11R6/lib" -L"/usr/lib"  
LIBPATH = -L"/usr/X11R6/lib" -L"/usr/lib" -L"/usr/local/lib"
```

I don't know if the changes to Macro are needed, but they seemed appropriate since I'm not running linux.

I'm not overly familiar with gdb/command-line-debugging, my experience comes from a long history ('89 to present) of IDE usage, mostly on Macs (Borland/Turbo C++, CodeWarrior, and a little bit of XCode). I might need a little bit to get up to speed on gdb. Hopefully I can get U++'s IDE up and running quickly on my system and I won't need to spend huge amounts of time on mastering the command-line before I can start doing some useful stuff.

Anyway, I'll try to get a backtrace of the error. If I need to change the AR options, then I'll have to read up on that. So it might be a day or two before I can get back with one.

I'll also try building those other example projects you mentioned to see what gives.

(edited code section above to include changes to LIBPATH)