Subject: Issue encountered building U++...
Posted by ptkacz on Sun, 28 Jan 2018 02:03:47 GMT
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Hi Guys,

I download the stable version of U++ (i.e. upp-x11-src-11540) and extracted it to a folder. From a command prompt within the folder, I specified, make -j3.

As usual, compilation worked like a charm, but at the very end, the message, "Can't find uppsrc/ide.out binary" was displayed.

```
...
ar: creating _out/Core/GCCMK-Gcc-Linux-Posix-Shared/Core.a
ar -sr _out/plugin/pcre/GCCMK-Gcc-Linux-Posix-Shared/pcre.a \
 _out/plugin/pcre/GCCMK-Gcc-Linux-Posix-Shared/RegExp.o \
 _out/plugin/pcre/GCCMK-Gcc-Linux-Posix-Shared/lib.o
ar: creating _out/plugin/pcre/GCCMK-Gcc-Linux-Posix-Shared/pcre.a
g++ -o "umk.out" -Wl,-s -L"/usr/X11R6/lib" -L"/usr/lib" -Wl,-O,2 -Wl,--gc-sections  -Wl,--start-group
\
 _out/umk/GCCMK-Gcc-Linux-Main-Posix-Shared/Console.o \
 _out/umk/GCCMK-Gcc-Linux-Main-Posix-Shared/IdeContext.o \
 _out/umk/GCCMK-Gcc-Linux-Main-Posix-Shared/MakeBuild.o \
 _out/umk/GCCMK-Gcc-Linux-Main-Posix-Shared/Export.o \
 _out/umk/GCCMK-Gcc-Linux-Main-Posix-Shared/umake.o \
  _out/ide/Builders/GCCMK-Gcc-Linux-Posix-Shared/Builders.a \
  _out/ide/Core/GCCMK-Gcc-Linux-Posix-Shared/Core.a \
  _out/ide/Android/GCCMK-Gcc-Linux-Posix-Shared/Android.a \
  _out/ide/Java/GCCMK-Gcc-Linux-Posix-Shared/Java.a \
  _out/Esc/GCCMK-Gcc-Linux-Posix-Shared/Esc.a \
  _out/plugin/bz2/GCCMK-Gcc-Linux-Posix-Shared/bz2.a \
  _out/plugin/lzma/GCCMK-Gcc-Linux-Posix-Shared/lzma.a \
  _out/plugin/lz4/GCCMK-Gcc-Linux-Posix-Shared/lz4.a \
  _out/plugin/zstd/GCCMK-Gcc-Linux-Posix-Shared/zstd.a \
  _out/Core/GCCMK-Gcc-Linux-Posix-Shared/Core.a \
  _out/plugin/pcre/GCCMK-Gcc-Linux-Posix-Shared/pcre.a \
  -lbz2 \
  -lpthread \
   \
  -lrt \
  -lz -Wl,--end-group
make[1]: Leaving directory '/home/ptkacz/DownloadPool/upp-x11-src-11540/uppsrc'
DOMAKE WARNING: Can't find uppsrc/ide.out binary
Makefile:5: recipe for target 'all' failed
make: *** [all] Error 4
```

This is odd, because I recently on another machine compile U++ successfully.

For the moment, I'll go back to the earlier 2017 version of U++.

Peter

Subject: Re: Issue encountered building U++...
Posted by ptkacz on Sun, 28 Jan 2018 02:52:01 GMT
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Issue identified and corrected for the following error:

CtrlCore/CtrlDraw.cpp:603:97: error: cannot dynamic_cast '(Upp::Ctrl*)this' (of type 'class Upp::Ctrl*') to type 'class Upp::DHCtrl' (target is not pointer or reference)

Code was modified so that U++ would work with OpenGL.

Peter
