Subject: [Solved !] ide Complie Error when complied under options other than "GCC32 Debug"
Posted by 3togo on Wed, 23 Aug 2006 16:11:14 GMT
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I got compile errors below whenever I selected compile option other than "GCC32 Debug".

Any idea?

p.s I have forgotten to say thanks to all the developers. The ide now have a much better font rendering now.

3togo

```
   /usr/lib/gcc/i486-linux-gnu/4.1.2/../../../../lib/libX11.a(C onnDis.o): In function
`_X11TransConnectDisplay':
(.text+0xa55): undefined reference to `XauDisposeAuth'
   /usr/lib/gcc/i486-linux-gnu/4.1.2/../../../../lib/libX11.a(C onnDis.o): In function
`_X11TransConnectDisplay':
(.text+0xea5): undefined reference to `XauGetBestAuthByAddr'
   /usr/lib/gcc/i486-linux-gnu/4.1.2/../../../../lib/libX11.a(C onnDis.o): In function
`_X11TransConnectDisplay':
(.text+0x10f3): undefined reference to `XdmcpWrap'
collect2: ld returned 1 exit status
make: *** [/home/jc/upp/out/ide/GCC32-Gcc32-Gui-Linux-Main/ide] Error 1
```

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by mirek on Wed, 23 Aug 2006 17:38:04 GMT
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Frankly, this looks like a problem INSIDE xlib.

I do not even know what Xau is... (but obviously, it is something xlib links in).

Are you sure you are linking against shared libs in release mode?

BTW, please, add your platform info when posting platform related messages (like linux distro, perhaps even gcc version).

Mirek

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by 3togo on Wed, 23 Aug 2006 19:08:33 GMT
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I am using Ubuntu(Edgy) - GCC 4.1.2
However, the main point is not on whatever system I am using.
I did compile successfully as long as I am using "GCC Debug" mode.

Pardon me for being lazy to trace your code. Instead, could u mind telling me what is the difference between "GCC Debug" mode & say "GCC Optimal" mode given that "shared library" was selected while compiling under both modes.

3ToGo

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by mirek on Wed, 23 Aug 2006 19:26:28 GMT
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3togo wrote on Wed, 23 August 2006 15:08I am using Ubuntu(Edgy) - GCC 4.1.2
However, the main point is not on whatever system I am using.
I did compile successfully as long as I am using "GCC Debug" mode.

Pardon me for being lazy to trace your code. Instead, could u mind telling me what is the difference between "GCC Debug" mode & say "GCC Optimal" mode given that "shared library" was selected while compiling under both modes.

3ToGo

Debug has _DEBUG macro defined (which is then #ifdefed to bring a couple of diagnostic facilities in), has not optimizations (compiler and linker flags) and has debug info active (again compiler and linker flags).

What exactly is causing that linker error is beyond my grasp...

Mirek

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug" [Solved]
Posted by 3togo on Wed, 23 Aug 2006 19:34:05 GMT
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By double-clicking "GCC-Debug" inside "theide", I did find out that the link mode for "Release Mode" is "static".

I therefore fixed the errors by adding the line below into ide.upp, recreating Makefile and then running make again.

library(LINUX !XLFD !SHARED) "fontconfig Xrender freetype expat Xau Xdmcp";

3togo

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by mirek on Wed, 23 Aug 2006 19:42:57 GMT
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Thats really weird - that would mean that you have compiled in non-shared mode (!SHARED), otherwise this is inactive...

BTW, there are two "leveles" - SHARED and SO. Shared simply puts an option to linker to use shared _external_ libraries, while SO also compiles packages as .so.

Another interesting thing is that I never met distro which would come with static version of libxft.

I am confused....

Mirek

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by 3togo on Wed, 23 Aug 2006 19:46:13 GMT
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Actually I am using

libfreetype6-dev - FreeType 2 font engine, development files
instead of libxft-dev

Also for your information, my complied ide(all static-Release version) is located inside the directory "GCC32-Gcc32-Gui-Linux-Main" and it's file size is around 8.5M

> 8503848 2006-08-24 03:22 ide
while my (shared -Debug version) is inside
"GCC32-Blitz-Debug-Debug_full-Gcc32-Gui-Linux-Main-Shared" with size around 6.5M
> 65353267 2006-08-24 03:28 ide

3togo

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by mirek on Wed, 23 Aug 2006 19:51:58 GMT
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8.5MB and directory indicates static link. Shared would have Shared in there (btw, are these really "-" ? Should be ".").

freetype and Xft are different libraries.

In fact, Xft is library that combines XRender with Freetype.

Mirek

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by mirek on Wed, 23 Aug 2006 19:56:51 GMT
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Ok, I am loosing the track

I still believe that original (without patch) dev version should compile & link as shared release without changes you propose (if nothing else, there is still that !SHARED...)

Anyway, it is good to hear that it is possible to compile fully static version now.

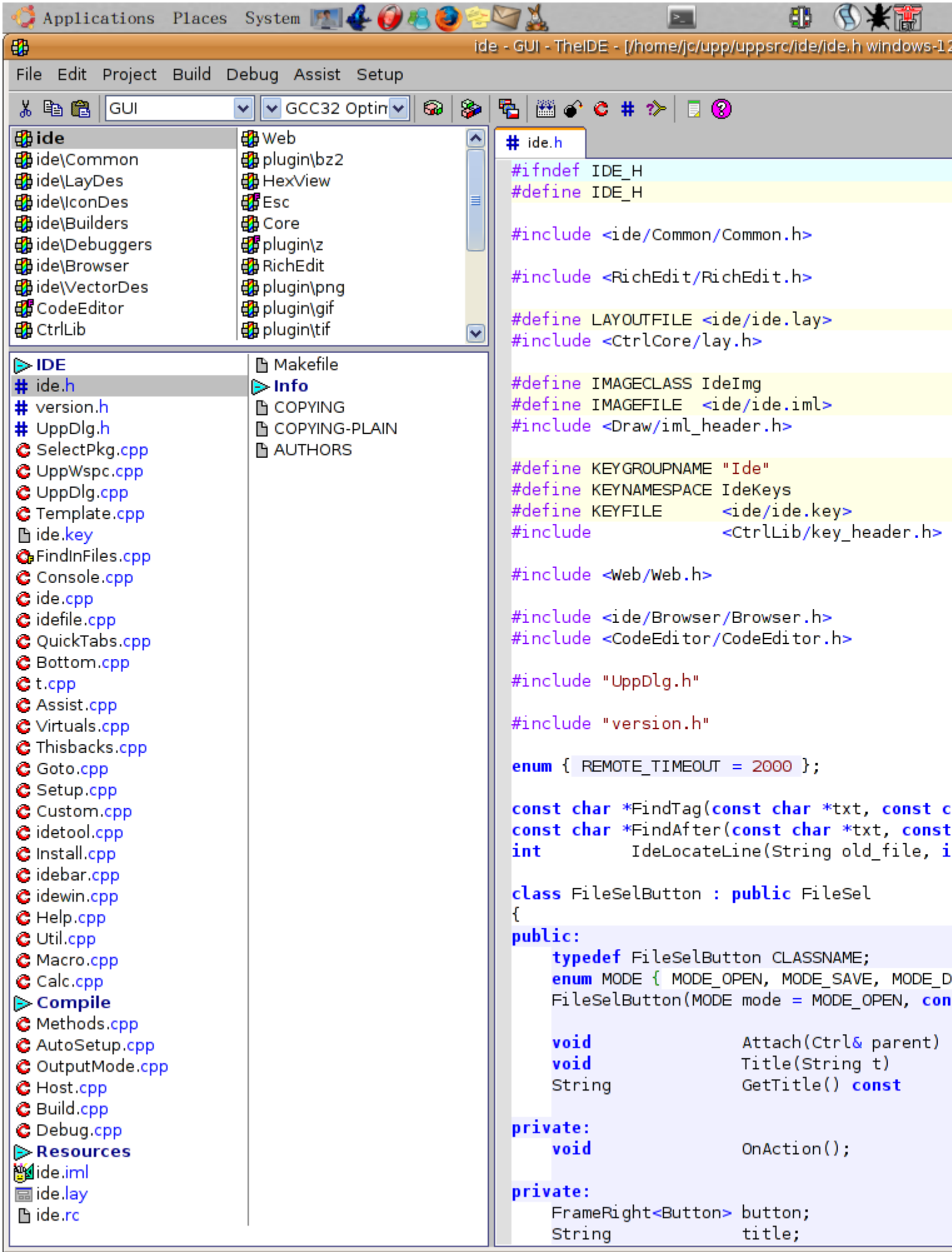
Mirek

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by 3togo on Wed, 23 Aug 2006 20:02:40 GMT
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I don't know why it simply works. Font rendering is surprisingly good.

3togo

File Attachments
1) Screenshot.png, downloaded 2863 times


Applications Places System
ide - GUI - TheIDE - [/home/jc/upp/uppsrc/ide/ide.h windows-12
File Edit Project Build Debug Assist Setup
GUI
GCC32 Optim
ide
ide\Common
ide\LayDes
ide\IconDes
ide\Builders
ide\Debuggers
ide\Browser
ide\VectorDes
CodeEditor
CtrlLib
Web
plugin\bz2
HexView
Esc
Core
plugin\z
RichEdit
plugin\png
plugin\gif
plugin\tif
IDE
ide.h
version.h
UppDlg.h
SelectPkg.cpp
UppWspc.cpp
UppDlg.cpp
Template.cpp
ide.key
FindInFiles.cpp
Console.cpp
ide.cpp
idefile.cpp
QuickTabs.cpp
Bottom.cpp
t.cpp
Assist.cpp
Virtuals.cpp
Thisbacks.cpp
Goto.cpp
Setup.cpp
Custom.cpp
idetool.cpp
Install.cpp
idebar.cpp
idewin.cpp
Help.cpp
Util.cpp
Macro.cpp
Calc.cpp
Compile
Methods.cpp
AutoSetup.cpp
OutputMode.cpp
Host.cpp
Build.cpp
Debug.cpp
Resources
ide.iml
ide.lay
ide.rc
Makefile
Info
COPYING
COPYING-PLAIN
AUTHORS
ide.h
#ifndef IDE_H
#define IDE_H
#include <ide/Common/Common.h>
#include <RichEdit/RichEdit.h>
#define LAYOUTFILE <ide/ide.lay>
#include <CtrlCore/lay.h>
#define IMAGECLASS IdeImg
#define IMAGEFILE <ide/ide.iml>
#include <Draw/iml_header.h>
#define KEYGROUPNAME "Ide"
#define KEYNAMESPACE IdeKeys
#define KEYFILE <ide/ide.key>
#include <CtrlLib/key_header.h>
#include <Web/Web.h>
#include <ide/Browser/Browser.h>
#include <CodeEditor/CodeEditor.h>
#include "UppDlg.h"
#include "version.h"
enum { REMOTE_TIMEOUT = 2000 };
const char *FindTag(const char *txt, const c
const char *FindAfter(const char *txt, const
int IdeLocateLine(String old_file, i
class FileSelButton : public FileSel
{
public:
typedef FileSelButton CLASSNAME;
enum MODE { MODE_OPEN, MODE_SAVE, MODE_D
FileSelButton(MODE mode = MODE_OPEN, con
void Attach(Ctrl& parent)
void Title(String t)
String GetTitle() const
private:
void OnAction();
private:
FrameRight<Button> button;
String title;

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by 3togo on Wed, 23 Aug 2006 20:06:28 GMT
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I confirmed that without my suggested modification, your dev version works with both "release+shared lib" & "debug+shared lib" modes.

3togo

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by mirek on Wed, 23 Aug 2006 20:10:31 GMT
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Thanks!

Mirek

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by 3togo on Wed, 23 Aug 2006 20:24:16 GMT
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Mirek,

Below is attached for your information.

3togo

```
jc@jc-desktop:~$ sudo apt-cache depends libxft-dev
libxft-dev
  Depends: libxft2
 |Depends: libc6-dev
  Depends: <libc-dev>
    libc6-dev
  Depends: libfontconfig1-dev
  Depends: libfreetype6-dev
  Depends: libx11-dev
  Depends: libxrender-dev
 |Depends: zlib1g-dev
```

Depends: <libz-dev>
zlib1g-dev
PreDepends: x11-common
Conflicts: <libxft2-dev>
Conflicts: xlibs-dev

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by forlano on Wed, 30 Aug 2006 16:06:23 GMT
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3togo wrote on Wed, 23 August 2006 21:46Actually I am using

libfreetype6-dev - FreeType 2 font engine, development files
instead of libxft-dev

Also for your information, my complied ide(all static-Release version) is located inside the directory "GCC32-Gcc32-Gui-Linux-Main" and it's file size is around 8.5M

> 8503848 2006-08-24 03:22 ide
while my (shared -Debug version) is inside
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> 65353267 2006-08-24 03:28 ide

3togo

Hi 3togo,

I am very interested in the possibility to compile statically a package under Linux (Ubuntu 5.10) using theIde or a makefile. Please let me ask you if you have tried to compile statically some packages other theide; moreover I would like to know which setting (of the ide or of the makefile) you have used and eventually which libraries.

Thank you very much,
Luigi

Subject: Re: ide Complie Error whem complied under options other than "GCC32 Debug"
Posted by 3togo on Wed, 30 Aug 2006 23:35:37 GMT
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I haven't compiled statically packages other than ide.

For details, u could refer to my Makefiles

http://www.arilect.com/upp/forum/index.php?t=msg&goto=48 88&#msg_4888

Honestly, I have done it accidentally and my current linux distro is Ubuntu (Edgy).

3togo
