Subject: Unix compilation fails
Posted by hojtsy on Fri, 27 Jan 2006 15:47:01 GMT
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I am trying to use TheIde on Unix. The host system is somewhat old, and I only have write access to my home directory. The precompiled ide was unable to start because multiple shared libraries were missing or old. I started compilation with the provided Makefile, after modifying the two variables at the beginning of it. Compilation seemed to be OK, several packages were built successfully, but suddenly I got this compiler error:
c++ -c -O2 -ffunction-sections -x c++ -I/home/hojtsy/upp/uppsrc/ -DflagGUI -DflagGCC -DflagSHARED -DflagLINUX /home/hojtsy/upp/uppsrc/Draw/DrawWin32.cpp -o /home/hojtsy/upp/out/Draw/GCC32-Gcc-Gui-Linux-Shared/DrawWin32.o
c++ -c -O2 -ffunction-sections -x c++ -I/home/hojtsy/upp/uppsrc/ -DflagGUI -DflagGCC -DflagSHARED -DflagLINUX /home/hojtsy/upp/uppsrc/Draw/DrawX11.cpp -o /home/hojtsy/upp/out/Draw/GCC32-Gcc-Gui-Linux-Shared/DrawX11.o
/home/hojtsy/upp/uppsrc/Draw/DrawX11.cpp: In function `void SetClip(_XGC*, XftDraw*, const Vector<Rect>&)':
/home/hojtsy/upp/uppsrc/Draw/DrawX11.cpp:261: error: `XftDrawSetClipRectangles' undeclared (first use this function)
/home/hojtsy/upp/uppsrc/Draw/DrawX11.cpp:261: error: (Each undeclared identifier is reported only once for each function it appears in.)
make: *** [/home/hojtsy/upp/out/Draw/GCC32-Gcc-Gui-Linux-Shared/DrawX11.o] Error 1
I don't know how to proceed. How should I fix this? Is it possible to install the libraries needed for u++ only by writing to my home directory?

Subject: Re: Unix compilation fails
Posted by mirek on Fri, 27 Jan 2006 17:05:07 GMT
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Well, looks like your system has old Xft library - it is the font technology supported on any current *X distribution.

No fix possible there sorry (it is not worth investing the time for support of old Unix desktops IMHO).

Subject: Re: Unix compilation fails
Posted by hojtsy on Tue, 31 Jan 2006 08:11:44 GMT
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I would like to compile an u++ console application on this old Unix. My appliction would not need any font support. Since I can not build TheIde on the host computer (font problems), should I try TheMake instead?

Subject: Re: Unix compilation fails
Posted by mirek on Tue, 31 Jan 2006 14:43:35 GMT
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I am not sure what is your best option here... I would try either to develop the app in some current distribution and export makefile OR try remote development.

However, chances are also high that C++ compiler on that platform will be so non-conformant that U++ will not compile anyway.... (e.g., it would not compile with 2.95.x GCC and I know there was compiler bug with 3.0.x that kept TheIDE crashing).

Mirek