
Subject: Re: make_rt for 32 and 64 bit applications?
Posted by [penteado](#) on Fri, 31 Jul 2009 20:54:55 GMT
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On Jul 31, 5:07 pm, mgalloy <mgal...@gmail.com> wrote:

>
> I successfully just made an uber-installation on Mac OS X including
> Mac-Intel 32/64-bit, Linux 32/64-bit, and Windows 32-bit. Applications
> made with MAKE_RT there should be able to run on any of those platforms
> -- I tested Mac-Intel 64-bit, Linux 32-bit and Windows 32-bit and they
> all worked fine. Cool! (Of course the output was 430+ MB.)

I was trying just that. I built a directory containing all the files listed in the manifest for win32, win64, lin32, lin64, macppc32, macint32 and macint64. That directory can then be passed as an argument to make_rt (idldir), so that no changes have to be made to the IDL directory structure. I will look for a place to put a tar file with it (212Mb), as David suggested.

I also tested making a Linux runtime under Windows, and a Mac runtime under Linux, and they worked, though with two more caveats:

1) The startup script made in Windows for Linux had CR+LF ending the lines, which bash did not seem to like. So I had to use dos2unix on that file to fix it.

2) The launcher for Mac does not get created in Linux, because its is missing osacompile to make it. It could be solved by either running osacompile in the Mac, to generate the .app file from the _mac_script_source.txt file made by make_rt, or by just calling the program from the terminal.
