

Re: Anjuta C++ Project problems

Source: <http://linux.derkeiler.com/Mailing-Lists/Debian/2005-01/4473.html>

From: TreeBoy (debian-user_at_petethetree.co.uk)

Date: 01/31/05

To: debian-user@lists.debian.org

Date: Mon, 31 Jan 2005 20:01:39 +0000

On Monday 31 Jan 2005 15:52, Micha Feigin wrote:

> > I've now added gtkmm-2.0 and gnomeuimm-2.0 which gets rid of most the

> > symbols problems but I cannot find out which library contains

> > "Gnome::Bonobo::wrap_init()"

>

> That would probably be one of the libbonobo libraries. I think that its

> libbonobommui or something similar.

>

> > Is there a tool that I can use on my machine that will show me which

> > library contains such a thing, or is there a website ?

>

> There's nm (-D options looks nice for libraries) and objdump that can give

> you quite a lot of info. grep will catch the symbols most of the time. You

> could also grep the headers and find the package from which they came (dpkg

> -S) and match the library that way.

>

> Also look for a good language reference, they should include the matching

> libraries and headers.

>

> > I should really like something like "ldconfig -p" but which shows the

> > public functions....

> >

> > Thanks again for your kind assistance.

> >

> > Regards,

> > TreeBoy

> >

> >

Thanks yet again!

I should have admitted that I tried all of the various *bonobo* libraries I could and didn't get a result.

Now that you've introduced me to the "nm" tool – I shall go away and try and post the results if/when I find the relevant library.

I presume that it must be here, because the "Gnome::Bonobo" class seems like

Debian-User: Re: Anjuta C++ Project problems

it might be kind of important (just guessing by the name).

Speak soon,

Regards,

TreeBoy

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