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# **GSoC 2022 Dev Log**

#### **Pre-Bonding Period**

Pre-Bonding Period: I made the automatic Windows build script. Check it out here (https://github.com/LibreCAD/LibreCAD\_3/wiki/Building#windows)

#### **Community Bonding Period (May 20 - June 12)**

3 of June - Participation in Google Summer of Code 2022 Contributor Summit

## Week 1 (June 13 - June 19)

13 of June - Tried different ways to build LibreCAD 3 without VisualStudio. These are:

- Using a "CMakePresets.json" (Translated from CMakeSettings.json which is the propietary version of Microsoft).
- Using the command appears on building on Visual Studio ( https://pastebin.com/2vuNsH3w. )
- Creating a Solution file and building it with MSBuild.
- Creating my own command.

14 of June - Improved CmakeSettings and trying to separately "Generate a Project Buildsystem"→"Build a Project"→"Install a Project"

15 of June - day off

16 of June - Windows build successful. Working on Cmake→CPack→NSIS for the installer

17 of June - Investigating how to make CPack with relative paths (Requires CMakeLists.txt modification) or using Infrastructure of LibreCAD2 (Which should require modification of the scripts. I think I need to modify the NSIS script and the winbuild or postwindbuild)

18 of June - Testing CPack while changing all the possible paths in CMakeLists.txt to relative. It doesn't work. Using the infrastructure of LibreCAD2 seems difficult because of conan dependencies.

19 of June - day off

## Week 2 (June 20 - June 26)

20 June- Managed to get an installer with nsis and cmake. Solved the path problem with path.lua. The installer works successfully. Currently working in adding the Qt libraries and others with bundle, so it won't need Qt installed in target platform.

21 June - Packaged QT5 with the installer. Also added licence, question to the user whether they want

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to add LibreCAD 3 to path, create a shortcut or in the startup taskbar.

22 June - Solved issue https://github.com/CRiSTiK24/AddCI-CDLibreCAD\_3/issues/4. Working on finding where is RelWithDebInfo created (in build process) to solve the other https://github.com/CRiSTiK24/AddCI-CDLibreCAD\_3/issues/3. https://github.com/CRiSTiK24/AddCI-CDLibreCAD\_3/issues/5 is in process

23 June - Issues with paths and folder location (creating in ProgramFiles instead of where user says)

24 June - Still trying to solve the path issues. Learned a bit of regex to use it for excluding exes more naturally but it fails to compile.

25 June - Day off

26 June - Something that isn't path.lua is calling files from build root folder. A functional path.lua also doasn't work well.

## Week 3 (June 27 - July 3)

27 June - Started building with Ubuntu WSL

28 June - Linux Build completed, managed to create an Applmage. It needs some extra things for it to work well (Qt inside && other files that I can copy from LibreCAD 2)

29 June - Continuing to solve Applmage problems and advancing with windows release path problems

30 June - Day off

1 July - Trying out paths for OpenGL (none functional meanwhile) and continued developing AppImage (it needs Qt plugins inside, though linuxdeployqt doasn't detect them)

2 July - Day off

3 July - Tried more relative paths for openGL and absoulte paths. When changed, librecad.exe doasn't create at build.

## Week 4 (July 4 - July 10)

4 July - Advanced with applmage building, linuxdeployqt doasn't work as a standalone because it requires an older linux that Ubuntu 20.04 LTS. So i'm trying to use another tool to deploy appimages (app-image builder)

5 July - Tried out more ways to get the windows installer indepentent from source code. Stuck so far

6 July - Solved some problems with the windows installer. There is one problem remaining

7 July - Day Off

8 July - General revision of the Linux Appimage process.

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9 July - Day off

10 July - First applmage and Solved issues with windows installer (shortcut works, automatic path.lua, VC redistribuible inside

## Week 5 (July 11 - July 17)

- 11 July Third appimage.
- 12 July Changing the Linux Operative System from Ubuntu LTS 22.04 to 18.04 and trying to build it there
- 13 July Day off
- 14 July Wrote the exact commands for Linux Build & Applmage. 4th Appimage this time from Ubuntu 18.04 . This one manages to get executed though has same green screen and icon problems and the windows one.
- 15 July Trying out different way to get the some qt plugins. Managed to get a snap, though it has same problems
- 16 July linuxdeployqt gives some strange error. I'll have to find a way to get it working, since all other ways I've tried dont' work (copying files manually, etc.)
- 17 July Managed to get linuxdeployqt working. Now trying to fix SettingsPath so it isn't looking for ouside the AppDir

# Week 6 (July 18 - July 24)

July 18 - day off

- July 19 Tried out ways to create the JSON and to find them with Path settings, but so far, either using relative paths causate strage behaviour (looking at "bin" instead of "—-/App/bin" or the program failing to compile
- July 20 Tried more ways to do settings path. Windows and linux are using different ways to find paths (linux one isn't able to find relative paths). This should be solved by setting the paths inside if( UNIX ) elseif(..)
- July 21 Tried to inspect the Applmage tmp mount to see if the files are organized differently when Applmage is executed, and that is why path fail. It is not the case
- July 22 Found why path weren't working (path need to be absolute, adding the returned path of "readlink /proc/self/exe" before the relative path. Also will try using Qt's https://doc.qt.io/qt-5/qcoreapplication.html#applicationFilePath to do the same.
- July 23 Qt's application file path is successful for the IcUILua paths, but for settings ones in Ickernel, I need to implement some extra methods to get the path from

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July 24 - Created a Method from IcUI to get the path from. This way, Ickernel can get the path with the gt library. However, this provokes a deadlock!

## Week 7 (July 25 - July 31)

July 25 - Instead of having the method in IcUI i've moved to Ickernel, to not create the deadlock. I'm having some trouble due to having to use the object. I've noticed that there is an "extern Ic::storage::settings::ModuleSettings viewerSettings" created, so I'm trying to use it.

July 26 - investigation in the "extern" keyword. I'm not really sure where to get the instance of ModuleSettings, I need more investigation to see how can I get it (viewersettings.h, settings.h).

July 27 - In a hesitation about how to proceed because of "Even if I set the correct path to the settings from the mainwindow.h , that wouldn't allow getting the right path when using the kernel without IcUI ( If the code inlcviewernoqt/viewersettings.cpp is the equivalent without IcUI, then I guess it should be implemented another way setting the path)""

July 28 - I've managed to add the absolute path for the settings directly in IcUI/managers/uisettings.cppwithout having to modify Ickernel, and it works. The applmage now has no segmentation fault and It lauches correctly (still has some issues which i mention next)

July 29 - Tried different ways to change res.cpp in lcviewernoqt so it has the absolute path from lcUl (Right now it has c++ error c2373 redefinition different type modifiers )

July 30 - day off

July 31 - day off

## Week 8 (August 1 - August 8)

August 1 - day off

August 2 - Passed all the scripts to the format in yaml format and began testing it for Github Actions

August 3 - Tried out more ways to add the path to Icviewernoqt, errors of missing links, namespace errors, variable defined more than needed...

August 4 - Investigated more in depth the code, and tried out more ways to get it working (still failure compilating)

August 5 - Managed to add a code to modify the path from IcUI, but right now, even if it compiles now, doasn't change the path (some kind of bug, or the design is not correct

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