

The “doit.sh” script

This presented script is for those of us running Linux. The purpose is to more or less automate compiling source code. Specifically Hams who use the Fldigi series of programs that make up the NBEMS suite of programs for digital communications. The (gz) compressed files are downloaded from <http://w1hkj.com> and are free.

Once a program is downloaded, then it must be compiled and installed. Since this is a Bash shell script it should work on any version of Linux. The following is how to set your system up and how the script works.

1. Create a folder/directory in which to put your downloaded .gz files. It can be any folder (directory) but I call mine “Nbems”.
2. Place the “doit.sh file in this folder.
3. On each packaged file, right-click the mouse on each package in turn, and select “Extract here”. This will create a new folder with the programs name.
4. One at a time enter each folder and right-click on an open spot and select “Open in Terminal”
5. In the terminal window type (no quotes) “bash ../doit.sh” and hit <enter>. Now the script takes over.

It first asks how many cores to use. Normally you would use all you have, enter the number. If you do not enter a number it defaults to 4 cores. If you specify more cores than your computer has, it won't hurt anything, it will just use all you have.

Next you will be asked if you want to hide the compiler output. The default is “Y” and you do not get to see all of the gibberish on your screen, but if there are errors, they get saved in a file called “errors.log” to be looked at later. If you select “N” then it all goes to your screen but any errors still go to the errors.log file. If “Y” (the default) is entered you sit in front of your screen with a message telling you it may take some time, and of course you wait. It does compile faster without the writing to the display screen. Another thing of note; what is defined as an error may in fact just be the result of a choice made in the source. Some programs produce “errors” that are not really errors, and the compiled program is good. If you try to install (next step), and the compiled code is bad, it won't install, you would get an error message to your display.

When it is done compiling it will tell you if there were no errors, or if there were. If there were errors you are offered a chance to display them, or not. If yes, then the error.log is displayed. Either way, the next and final question is if you want to install the program or not. If not, it aborts. Also displayed is the total time it took to configure and compile the program.

This script was written and supported by Warren Andreasen, K7CWA

Download the script file from: <https://qso.com/k7cwa/Scripts/doit.sh>