<u>Pencil</u> is an animation/drawing software for Mac OS X and Windows. It lets you create traditional hand-drawn animation (cartoon) using both bitmap and vector graphics. Pencil is free and open source.

I wanted to run it under Linux (without wine) so I tried to compile:

Get mac version of source

wget http://www.les-stooges.org/pascal/pencil/contents/Download/pencil-0.4.2b-mac-src.tgz tar xvfz pencil-0.4.2b-mac-src.tgz cd pencil-0.4.2b-mac-src

Use local version of ming library

Edit pencil.pro and change LIBS to:

```
LIBS += -lming
```

and remove binary verison of libming.a with:

```
rm lib/libming.a
```

You will also have to comment out one line in src/interface/editor.cpp

```
updateMaxFrame();

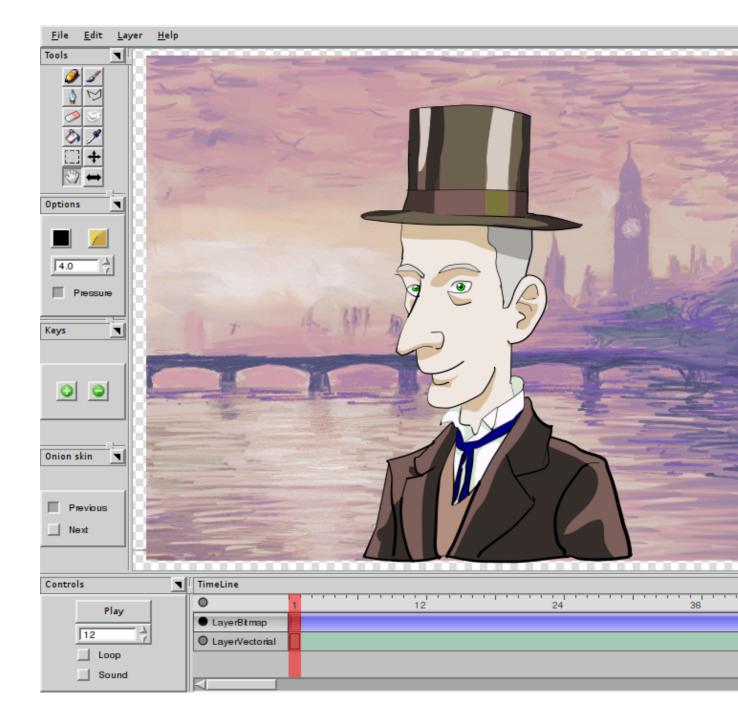
// object->exportMovie(1, maxFrame, view, exportSize, filePath, fps);
return true;
```

Build it

Create Makefile and build project:

```
qmake-qt4 make
```

All required changes to source are also available as single diff file: pencil-0.4.2b-linux.diff



Related

After compiling it, I went to Google and searched for <code>exportMovie</code> (it's easy once you **know** what to do :-) and found $\underline{\text{following blog post}}$ which had reference to same fix for compilation (I didn't need <code>-lungif</code> to make it work)