

Pencil 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 version 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 `exportMovie` (it's easy once you **know** what to do :-)) and found [following blog post](#) which had reference to same fix for compilation (I didn't need `-lungif` to make it work)