



Introduction

SolidOak is a simple IDE for Rust. See the website for binary releases. It has the following features:

- An embedded copy of Neovim as its text editor
 - On first launch, it will create `~/.soak` and `~/.soakrc` (equivalent to `~/.vim` and `~/.vimrc`)
 - It starts off in “Easy Mode” (locked in insert mode) for Vim newbies, but you can toggle it off
- An easy-to-use GUI written with gtk-rs
 - Buttons for common editing actions and a project tree that stays in sync with Neovim
 - You can bypass the GUI and run it as a console app by passing the `-nw` flag

Build Instructions

Note: If neovim fails to build, try cloning it directly and running `make libnvim` to get more specific errors.

Linux (apt-get)

```
1 apt-get install libgtk-3-dev libglib2.0-dev libcairo2-dev libvte-2.91-dev
2 apt-get install libtool-bin autoconf automake cmake libncurses5-dev g++
  pkg-config unzip
3 cargo build --release
```

Linux (yum)

```
1 yum install gtk3-devel glib2-devel vte291-devel
2 yum install autoconf automake cmake gcc gcc-c++ libtool ncurses-devel
  pkgconfig
3 cargo build --release
```

OS X (homebrew)

```
1 brew install gtk+3 vte3
2 brew install libtool automake cmake pkg-config gettext
3 cargo build --release
```

OS X (macports)

```
1 port install gtk3 vte
2 port install libtool automake cmake pkgconfig gettext
3 cargo build --release
```

Windows

The following instructions are a work in progress. Building does not currently work because msys2 does not contain a package for vte.

Install MSYS2 and run this in its shell:

```
1 pacman -S mingw-w64-x86_64-gtk3
```

In cmd.exe, install Rust's GNU toolchain and build:

```
1 rustup install stable-gnu
2 set RUSTUP_TOOLCHAIN=stable-x86_64-pc-windows-gnu
3 cargo build --release
```

Licensing

All files that originate from this project are dedicated to the public domain. I would love pull requests, and will assume that they are also dedicated to the public domain.