

# Bundling libraries in Maemo packages for Ovi store

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The article is believed to be still valid for the original topic scope.

## Introduction

When submitting packages to the Ovi store, they cannot depend on libraries or other content from other repositories, only the packages found in the official firmware. If you need such libraries, you will have to bundle them with your project in the following manner. In this example we'll use [libvorbisidec1](#) package from Extras:

## Acquire the necessary library files

You can either build them yourself in scratchbox, or simply download them from their repository



maemo.org > packages > Fremantle Extras free armel > libvorbisidec1 > 1.2.0-1.svn20080906.tk1

### Libvorbisidec1 1.2.0-1.svn20080906.tk1

Integer only Ogg/Vorbis decoder

Ogg Vorbis 'Tremor' integer playback codec.

Section: libs

Repository: [Fremantle Extras free armel](#)

Maintainers: [Tuomas Kulve](#)

Depends: [libc6 \(>= 2.5.0-1\)](#), [libgcc1 \(>= 4.2.1\)](#)

Size: 45590 bytes

MD5sum: 76ff6b87365de2ac713260c194e06c03

File: [libvorbisidec1\\_1.2.0-1.svn20080906.tk1\\_armel.deb](#)

Source: [libvorbisidec 1.2.0-1.svn20080906.tk1](#)

Status: Package is considered stable

QA Quarantine ends: ENDED 2009-12-02 19:11

Packages depending on this package: [uqm](#) [brainparty](#) [wormux](#) [widelands](#) [libvorbisidec-dev](#) [scummvm](#) [frogatto-engine](#)

Make sure that you get the right architecture binaries (i.e. ARM for the Maemo target or X86 for the Simulator or Desktop builds)

## Copy to project

After extracting the files from the package, copy them to a directory under your project, for example *lib*

## Install folder

Declare the *lib* folder as an [installable](#) in your .pro file:

myproject.pro

```
...
maemo5 {
    vorbislibs.path = /opt/myproject/lib
    vorbislibs.files = lib/*
    INSTALLS += vorbislibs
}
```

```
}  
...
```

## Define library path

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The previous step will install the libs, but the OS will not find them upon launching the executable so the Exec line in the *myproject.desktop* file (under *Other files* in your project) needs to be altered to temporarily reference this library path.

Other files/myproject.desktop

```
[Desktop Entry]  
Encoding=UTF-8  
Version=1.0  
Type=Application  
Terminal=false  
Name=MyProject  
Exec=LD_LIBRARY_PATH=/opt/myproject/lib /opt/usr/bin/myproject  
Icon=myproject  
X-Window-Icon=  
X-HildonDesk-ShowInToolbar=true  
X-Osso-Type=application/x-executable
```

After this, your package will be build with the lib included and used by your package. Please note that you will have to fulfill any 3rd party license requirements of the included content or libraries yourself.