
Subject: TheIDE on MAC OSX Sierra - X11
Posted by [mdelfede](#) on Sat, 28 Jan 2017 20:53:48 GMT
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Hi,

I managed to run theide on Mac OSX Sierra, in X11 mode, and compile and run a gui application (always in X11 mode).

Just some small problems with the makefile, which I patched manually, because of wrong placement of X11 and freetype files on MAC.

For reference, you need these path for include files :

```
/opt/X11/include  
/opt/X11/include/freetype2
```

and for the library :

```
/opt/X11/lib
```

As builder I've chosen CLANG, don't forget to select "shared libs" options (-static is not supported on MAC) and to add above paths also in include and libs tabs.

Here a picture of Puzzle example running on top of theide :

Ciao

Max

Edit : I followed points 1..4 from

[http://www.ultimatepp.org/forums/index.php?t=msg&th=9339 &goto=44897&#msg_44897](http://www.ultimatepp.org/forums/index.php?t=msg&th=9339&goto=44897&#msg_44897)

but using latest tarball and snv source tree for upp folder.

The only small difficulties are the makefiles patches (just insert include and libs near the already existing X11 ones...),

a small patch to core/TimeDate.cpp (just insert an #include <time.h> on top) and the manual filling of builder.

File Attachments

1) [puzzlemac.png](#), downloaded 1046 times

Subject: Re: TheIDE on MAC OSX Sierra - X11
Posted by [amrein](#) on Sat, 28 Jan 2017 22:51:22 GMT
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Hi

We are trying to improve this.

Do you have pkg-config installed? If so, make should find X11 includes out of the box. Without pkg-config, it will search X11 libraries in a few locations (mainly Linux default locations) and make will warn you that build will certainly fail. Same thing for libraries locations.

Did you use the last X11/POSIX snapshot from here
[http://www.ultimatepp.org/www\\$suppweb\\$nightly\\$en-us.html](http://www.ultimatepp.org/www$suppweb$nightly$en-us.html) or did you get U++ from another source?

Subject: Re: TheIDE on MAC OSX Sierra - X11
Posted by [mdelfede](#) on Sat, 28 Jan 2017 22:55:24 GMT
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Yep, pkg-config is installed, but the folders were not detected... I don't know why.
And yep, I used the latest posix tarball from your link.

Subject: Re: TheIDE on MAC OSX Sierra - X11
Posted by [amrein](#) on Sat, 28 Jan 2017 23:56:30 GMT
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If 'pkg-config --variable=pcfiledir x11' doesn't give you x11.pc location or if x11.pc content is wrong than this explains why it didn't find x11 includes and libraries automatically.

Subject: Re: TheIDE on MAC OSX Sierra - X11
Posted by [mdelfede](#) on Sun, 29 Jan 2017 02:11:26 GMT
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Anyways, now it works here.
It was a bit cumbersome to add framework libraries, but my test app works, and it needed no changes, besides my bazaar
serial port library that now supports OSX too:

File Attachments

1) [FishFlashMac2.png](#), downloaded 970 times
