
Subject: Re: Compile X11 Source Package

Posted by [andrei_natanael](#) on Wed, 17 Feb 2010 19:11:03 GMT

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I would start compiling Core first and after that i would add other packages to compilation. If you do your fixes progressively would be more simple.

Try this in config.h, starting with line 10:

```
#if __unix || __unix__ || __APPLE__
#define PLATFORM_POSIX 1

#ifdef flagGUI
#define PLATFORM_X11 1
#endif

#if __linux
#define PLATFORM_LINUX 1
#else
#if __FreeBSD__ || __OpenBSD__ || __NetBSD__
#define PLATFORM_BSD 1
#if __FreeBSD__
#define PLATFORM_FREEBSD 1
#endif
#if __OpenBSD__
#define PLATFORM_OPENBSD 1
#endif
#if __NetBSD__
#define PLATFORM_NETBSD 1
#endif
#elif __sun
#define PLATFORM_SOLARIS 1
#elif __APPLE__
#define PLATFORM_MACOS 1
#else
#error Unknown OS
#endif
#endif
#endif
```

I've considered MacOS as a posix platform. It should solve problems with Web package or maybe not, i don't have a mac so i can't test.

Andrei

P.S: Please add some new lines to quoted errors in your previous post, it make easier for others to find "Submit Reply" button without scrolling too much.
