
Subject: Re: Compile X11 Source Package
Posted by [Reini](#) on Sun, 07 Mar 2010 00:37:15 GMT
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Hello Mirek,

Thanks four your quick answer but that was not the preferable way to do it.

I made the next step in compiling now but only the linking fails. Unodgs helped me a bit out and I tried to patch the makefile but in the end the Mac uses a quite diffrent linking than Unix or Linux and I failed for today

Anyway I think going on OSX for GTK is best the following way.

GTK-OSX <http://sourceforge.net/projects/gtk-osx/files> is the project on SF which keeps updated scripts for everything and uses a more "OS-X" like way in doing it.

My suggestion is also to update the build system since it's rather too complicated in staying this way we are at the moment. I would do a smaple script with premake since I think it is the most easy to understand and modern system out there.

Greets
