
Subject: Re: MacOS ide make problem

Posted by [rett](#) on Mon, 06 Sep 2010 17:55:04 GMT

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dolik.rce wrote on Mon, 06 September 2010 11:16rett wrote on Mon, 06 September 2010

06:22dolik.rce wrote on Sun, 05 September 2010 23:06

What compiler are you using? The errors seem like from GCC, but the lack of thread local storage (second error) is a bit weird.

I use GCC. Yes, is a bit weird. On this time I compile without MT.

I did some reading and found out that it is not that weird after all. Mac OS X gcc has no support for TLS. You might have to wait till it supports c++0x standard, which standardizes it

BTW: I see you were compiling in GUI mode, how does that work on Mac? I was under impression that that is the problematic part of porting...

Honza

I compile in commandline:

```
make -f upbbox/lpbuild/Makefile CXXFLAGS="-fno-PIC" PKG=ide "FLAGS=GUI GCC SHARED NOGTK" DIRS=uppsrc
```

Compiled without MT flag and compilation is successful.

So next problem is with linking.

Preparing output directory structure ...

Building package ide [TheIDE main package] (473 files in 34 packages, flags: DARWIN GCC GUI MAIN NOGTK POSIX SHARED)

Linking bin/ide ...

ld: unknown option: --gc-sections

collect2: ld returned 1 exit status

make[1]: *** [bin/ide] Error 1

make: [ide] Error 2 (ignored)

Everything done.
