Subject: fix TheIde [DOWNLOAD] build flag options in GccBuilder for OSX11 and Cocoa
Posted by fudadmin on Mon, 31 Jan 2011 20:52:09 GMT
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after building theide with xcode now I can build our beautiful beast for OSX11 with itself.
but apart from this menu fix at least 2 more changes needed:
1. in GccBuilder.cpp around line 319

```
  linkfile.Add(GetHostPath(product));
  for(int i = 0; i < obj.GetCount(); i++)
   if(GetFileTime(obj[i]) > producttime) {
    String lib;
    if(is_shared) {
     lib = CompilerName();

     if(HasFlag("OSX11") || HasFlag("COCOA") ){
      String exec;
      exec << "setenv MACOSX_DEPLOYMENT_TARGET 10.6";  //TODO add choices dialog
      Execute(exec);
     }
     lib << " -shared -fPIC -fuse-cxa-atexit";
```

Is it possible to do a similar thing through the existing build options? I tried but...

2. remove plugin/ndisasm or add flags when !OSX11 !COCOA through "Package organizer" for that plugin in Debugger package or edit Debuggers.upp this way

```
description "TheIDE - debuggers\377B";

uses
 ide\Common,
 HexView;

uses(!OSX11 !COCOA) plugin/ndisasm;
```

Sorry, attached ide is 64bit for OSX11. I need a bit more time to cook 32bit.

P.S Update now the attacment inside contains an app file with icns (hope you know). So, you will see and could keep theide icon in the dock.

File Attachments

1) ide_OSX11_NOGTK_x64.zip, downloaded 746 times