Subject: possibly working theide on Mac OS X using tiny mods to UNIX dist
Posted by daveremba on Sun, 12 Jun 2011 23:15:45 GMT
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Hi, I'm new to Ultimate++ and a friend asked
me to see if I could port it to the Mac,
and after some time, I was able to get theide to run.

I used the UNIX download, and I only had to
modify the Makefile a little, and fiddle
plugin/ndisasm a bit. The result of the build is:
_out/ide.out

which does run from the command line!
It posts a GUI asking to create a package.

I'm on Mac OS X 10.6.7 using an 2010 iMac computer,
which uses an intel 64 bit CPU. MacOS X
has an X11 bridge, so all the needed X11 libs
and headers are there, and the build apparently works.

I would be grateful for a few suggestions on next steps.

There is a file UPP.SPEC that seems to have installation
steps; I'll see if I can install theide in the proper folder,
and run some examples or tutorials.

There are other tools that need to be built also
besides theide?

I'm happy to share the details, and rebuild with
a newer version. I used 3211.

Thanks -

David Remba