Subject: Re: possibly working theide on Mac OS X using tiny mods to UNIX dist
Posted by daveremba on Tue, 14 Jun 2011 03:40:52 GMT
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Hi Honza,

The linux install to ~/upp worked ok,
make install

and as you said a build method is needed,
because the build attempts to link with
libs that aren't there (like GTK).

I did encounter one run-time problem so far,
which is that pull down menus and option menus
don't work.
I will investigate this, and there will be
probably some source code change.

I will keep you posted.

Here are the steps I did in detail:

1. to build theide

cd upp-x11-src-3211/uppsrc
make

but make these changes to Makefile first:

chgs:
a. in Makefile
  added -DflagNOGTK
  added -DHAVE_CONFIG_H (for ndisasm)

b. downloaded ndisasm and ran ./configure to get:
  config.h (file added)
  compiler.h (file replaced)
    (these files appear to be generated by ndisasm
    'configure' and are specific to the type of
    system (hardware and software).

c. uppsrc/plugin/ndisasm/lib:
  inttypes.h
    LONG_MAX == 92233720368547758O7L not working, hardcoded for MacOSX

d. in Makefile
  turned-off compile and archive add for snprintf

because MacOSX has this function builtin

e. in Makefile
added to CFLAGS: -std=c99 -pedantic
(from comparing with ndisasm build)

f. in Makefile, final link step changes:
(differences in MacOSX gcc/ld from UNIX)
removed from LDFLAGS: -Wl,--gc-sections
removed -Wl,-O,2 (optimize) -Wl,-s (strip)
was: $(LINKER) -o $(OutFile) -Wl,-s $(LIBPATH) -Wl,-O,2 $(LDFLAGS) \
removed --start_group after Export.o
was: -Wl,--start-group \
removed --end_group after -lz
was: -Wl,--end-group

and use minimal library list:
-lX11 -lXrender -lz -lXext -lpng -lXft -lfontconfig -lfreetype -lm
(original lib list commented)

after successful build:

2. cp upp-x11-src-3211/uppsrc ../theide

3. doinstall mods
don't rm files for now

run in a terminal shell:
~/theide

note: double-click in finder will not work yet.
this will give:
error: Saturn cannot open files of this type.

4. runtime observations:
a. pulldown menus & option menus do not appear
b. errors in build (need to add a build method for MacOSX)

I'm working on these now ...

-Dave
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