Subject: Re: possibly working theide on Mac OS X using tiny mods to UNIX dist
Posted by daveremba on Wed, 15 Jun 2011 05:56:51 GMT
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Hi Honza,

Thanks for the link to the message thread.
It really helped.

After reading all the tests -
I inserted code from the end of the thread,
and the code at the end worked!
(the whole X windows and window manager
stuff is too complicated!)

theide seems to be fully operational
on MacOSX from what I can tell!
(except for the build method)

In my code version, there is now a
PLATFORM_MACOSX definition,
so whatever worked for Windows/Linux,
etc. should not be affected
by these changes. (and when someone
who really knows X gets to it the
code could be merged better).

Two questions for you:

1. I cannot build apps yet from inside theide,
but I can from the shell, using gcc and the libraries.
HelloWorld worked.

To add a MACOSX build method, do
I modify these files? (to add a MACOSX bm like OSX11)

CtrlCore/CtrlCore.upp:26:library(OSX11) "X11 Xft fontconfig Xrender freetype expat";
Draw/Draw.upp:19:library(OSX11) "fontconfig freetype expat";

and do I also modify file GCC.bm?

FYI -
the command line DEBUG mode build
for testing helloworld was:

compile:
c++ -c -x c++ -g3 -O0 -ffunction-sections -fdata-sections -I./ -I../uppsrc \
-I/usr/X11R6/include -I/usr/X11R6/include/freetype2 \

```
-DflagGUI -DflagGCC -DflagLINUX -DflagPOSIX -DflagNOGTK -DflagDEBUG \
hello.cpp -o hello.o

# link:
c++ -o hello hello.o \
  ... list of U++ .a files ...
   -L"/usr/X11R6/lib" -L"/usr/lib" \
 -lX11 -lXrender -lz -lXext -lpng -lXft -lfontconfig -lfreetype -lm
```

2. Since I'm a newbie to this project,
I'd prefer not to touch the SVN/GIT
repository, so maybe you could please assist,
if I give you a zip with the changed files?
I marked each source file with "zv" where-ever there
is a change.

Best,

Dave