

---

Subject: Re: Upp Core compiles natively on Xcode (download Core.xcodeproj)

Posted by [daveremba](#) on Sat, 18 Jun 2011 21:37:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi, are you still working on U++ in Xcode?

Is it a completed U++ port for MACOSX?

Does your version bypass the X11 and instead use native UI (Quartz or Cocoa?)

I starting from the trunk source, and I had success building theide from the command line with gcc. It runs OK on MAC OSX version 10.6.7 on an iMac. I only changed the makefile a bit, and a few config files.

I still need to make some minor changes to get the proper settings for build to work (but I can build apps from the command line now and they do run).

The result I get is not "proper" Mac apps; they do not run from Finder, but work from the command line. I will look into this.

I have not tried your U++ version or building U++ inside of Xcode.

Thanks,

Dave