Subject: Re: after rev3936 - Minimum things to compile and/or run ide/uppsrc under OSX11
Posted by fudadmin on Mon, 17 Oct 2011 04:06:59 GMT
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It looks like nobody wants to use u++ on mac os except me and one of my friends... because nobody else is complaining about missing things.

1. Is it possible to fix that "IsNaN" thing mentioned before?
2. If you want to compile AND link dependent upp OBJC packages with theide, line 354 in file ide/Builders/GccBuilder.icpp needs changing to

```
if(ToLower(GetFileExt(linkfile[i])) == ".o" || ToLower(GetFileExt(linkfile[i])) == ".a")
```

3. Why in Upp sources PLATFORM_POSIX includes X11 stuff?
e.g

```
#ifdef PLATFORM_WIN32
#define GUIPLATFORM_INCLUDE "Win32Gui.h"
#endif

#ifdef PLATFORM_POSIX
#define GUIPLATFORM_INCLUDE "X11Gui.h"
#endif
```

I am very sure they are completely different things. Even MS Windows "conform in large part to the standards by implementing POSIX support via some sort of compatibility feature, usually translation libraries, or a layer atop the kernel" (from wikipedia).
If you want other technologies from mac world to come into upp, please think wider. think (cocoa...)

This is an u++ framework icon for XCode...

File Attachments

1) U++Templateicon.png, downloaded 1559 times

