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Subject: Re: after rev3936 - Minimum things to compile and/or run ide/uppsrc under OSX11

Posted by [mirek](#) on Mon, 14 Nov 2011 12:36:16 GMT

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fudadmin wrote on Mon, 17 October 2011 00:06

1. Is it possible to fix that "IsNaN" thing mentioned before?

Applied.

Quote:

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")
```

Applied.

Quote:

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
```

Well, hopefully it is not "e.g." anymore, it is the only place. And you have to see it in context, there is `#ifndef GUIPLATFORM_INCLUDE` around it -> these are just defining default GUI for given platform. Which for POSIX so far is X11...

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