Subject: Re: upp-cocoa CtrlCore skeleton package to play with
Posted by Tom1 on Wed, 14 Mar 2012 09:02:08 GMT
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Hi Aris,

Thanks for uploading the UNS package. I'm in trouble with compiling, so I must have done something wrong:

1. I installed the stable GNUstep packages following directions from the GNUstep site. That probably went OK as it seems to work.

2. I checked out yesterday the current upp SVN repository to upp sub directory in my home directory. Now I downloaded and extracted your UNS package to uppsrc directory.

3. I copied ide.exe (4193) to home/tom/bin and executed it from GNUstep shell. Then I created assembly 'cocoa' and made nests cocoa and uppsrc available to it, in addition to the output directory. I also set up MINGW build method where I had to add an include directory: C:\GNUstep\GNUstep\System\Library\Headers.

4. Then I created a new package 'cocoatest1' and added there dependency to UNS package, which brought in Core, Draw, RichText, plugin/png and plugin/z in addition to UNS.

5. Finally I added main.cpp file containing your sample above.

The result from trying to compile was not so good. Please see the attached compiler log. Any suggestions?

Best regards,

Tom

File Attachments
1) compilerlog.zip, downloaded 450 times