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Subject: Re: Need help with the structure of flags etc. and running u++ cocoa on Windows 7 GNUSTEP

Posted by [fudadmin](#) on Wed, 14 Mar 2012 13:18:28 GMT

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try to change part of Core/config.h

```
#define COMPILER_GCC 1
```

```
#if __WIN32
```

```
#define COMPILER_MINGW
```

```
#define OS_WINDOWS
```

```
#define PLATFORM_WIN32
```

```
#endif
```

```
#ifdef __OBJC__
```

```
#include <objc/objc.h>
```

```
#endif
```

```
#if flagCOCOA
```

```
#define PLATFORM_COCOA
```

```
#define GUI_COCOA 1
```

```
#endif
```

```
#if flagX11
```

```
#define GUI_X11 1 //aris002 for cygwin?
```

```
#endif
```

```
#if flagGUI_WIN
```

```
#define GUI_WIN
```

```
#endif
```

```
#if __unix || __unix__ || __APPLE__
```

```
#define PLATFORM_POSIX 1
```

Edit: actually I changed everything in Core from PLATFORM\_WIN32 to OS\_WINDOWS and then have been trying to adjust other parts but at the start you don't need.

Please post your errors.

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