Subject: Re: Status of MAC porting
Posted by Klugier on Tue, 19 Jul 2016 19:31:45 GMT
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Hello,

Some time ago I have added on ultimatepp.org following article - Supported Platforms. There you can find that Core on Mac is OK - but I don't know it for certain. Currently, I don't have any Mac machine at home.

I relay believe that core on Mac OS should work fine, because making port for Android was relatively easy (Currently mainly ported with some issues). Otherwise that the hardest part was to create Android builder.

Why current Core on Mac doesn't require many work:
- Core on Mac exist - it is the first step before starting porting to cocoa - please notice that on Mac we can easily run TheIDE through X11.
- We support clang - native C++ compile on Mac.
- Mac OS is POSIX - we have got long term POSIX support history - everything works fine on Linux, FreeBSD and Android.
- Some time ago fudaadmin posted minimal changes to fix compilation on Mac in newer versions of Upp - http://www.ultimatepp.org/forums/index.php?t=msg&th=9339 &start=0&.
- We have got several #ifdefs for Mac compatibility in Core code.

If your company is interested in investing in U++ - it will be a big chance for us to grow. If you want to talk about it - please contact me on PM.

Sincerely,
Klugier