
Subject: TheIDE on MAC OSX Sierra - X11
Posted by [mdelfede](#) on Sat, 28 Jan 2017 20:53:48 GMT
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Hi,

I managed to run theide on Mac OsX Sierra, in X11 mode, and compile and run a gui application (always in X11 mode).

Just some small problems with the makefile, which I patched manually, because of wrong placement of X11 and freetype files on MAC.

For reference, you need these path for include files :

```
/opt/X11/include  
/opt/X11/include/freetype2
```

and for the library :

```
/opt/X11/lib
```

As builder I've choosen CLANG, don't forget to select "shared libs" options (-static is not supported on MAC) and to add above paths also in include and libs tabs.

Here a picture of Puzzle example running on top of theide :

Ciao

Max

Edit : I followed points 1..4 from

http://www.ultimatepp.org/forums/index.php?t=msg&th=9339 &goto=44897&#msg_44897

but using latest tarball and snv source tree for upp folder.

The only small difficulties are the makefiles patches (just insert include and libs near the already existing X11 ones...),

a small patch to core/TimeDate.cpp (just insert an #include <time.h> on top) and the manual filling of builder.

File Attachments

1) [puzzlemac.png](#), downloaded 1136 times
