
Subject: TheIDE on MAC OSX Sierra - X11
Posted by [mdelfede](#) on Sat, 28 Jan 2017 20:53:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 chosen 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 1228 times

File Macchina Visualizza Inserimento Dispositivi Aiuto

XQuartz Applicazioni Composizione Finestra Aiuto

Puzzle - GUI NOGTK - TheIDE - [/Users/massimo/upp/uppsrc/Co

File Edit Project Build Debug Assist Setup Help

GUI NOGTK

clang Debug

Puzzle

Core

CtrlCore

CtrlLib

Draw

PdfDraw

RichText

plugin/bmp

plugin/png

plugin/z

<prj-aux>

<ide-aux>

<temp-aux>

<meta>

LocalProcess.h

LocalProcess.cpp

Containers

Topt.h

Range.h

Algo.h

CoAlgo.h

Sorted.h

Sort.h

CoSort.h

Obsolete.h

Vcont.h

BiCont.h

Vcont.hpp

Vcont.cpp

Index.h

Map.h

FixedMap.h

Map.hpp

Hash.cpp

InVector.h

InVector.hpp

InMap.hpp

Tuple.h

Other.h

Function

Function.h

CallbackNP.i

CallbackN.i

CallbackR.i

Callback.h

Concretes

TimeDate.h

TimeDate.cpp

#include "Core.h"

#include <time.h>

namespace Upp {

```
static int s_month[] = {
    31, 28, 31, 30, 31, 30, 31, 31, 30,
};
```

```
static int s_month_off[] = {
    0, 31, 59, 90, 120, 151,
    181, 212, 243, 273, 304, 334
};
```

bool IsLeapYear(int year)

```
{
    return ((year % 4 == 0 && year % 100
```

void Date::Serialize(Stream& s)

```
{
    s % day % month % year;
```

```
int GetDaysOfMonth(int m, int y) {
    ASSERT(m >= 1 && m <= 12);
    return s_month[m - 1] + (m == 2) * I
```

```
bool Date::IsValid() const {
    return year == -32768 || month >= 1
}
```

String DayName(int i, int lang)

```
{
    static const char *day[] = {
        tt_ ("date\vSunday"), tt_ ("date\v
        tt_ ("date\vWednesday"), tt_ ("dat
```