Posted by cbpporter on Sun, 03 Sep 2017 09:51:05 GMT
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So I spent the weekend doing a basic port of our 3 executable project, both GUI and command line to Linux. There is still a lot of work to be done, but it works as a beta.

But how is the U++ support on Mac? I've never used Mac. Can you compile C++ on it? Does U++ GUI work? Do you need some sort of X port or something like CYGWIN? Is there a CYGMAC?

Do we have any Mac users?