
Subject: Re: First milestone reached - I am now working in cocoa theide...

Posted by [mirek](#) on Fri, 03 Aug 2018 15:54:32 GMT

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Well, I guess, long term this is exactly the kind of info I need... :)

Anyway, I did not pay much attention so far, installed xcode and X11 theide compiled out of box (thanks again to everybody who contributed to that). It looks like those paths are 'internal':

```
gcc -Wp,-v -stdlib=libc++ -x c++ -fsyntax-only
clang -cc1 version 9.1.0 (clang-902.0.39.2) default target x86_64-apple-darwin17.5.0
ignoring nonexistent directory "/usr/local/include"
ignoring nonexistent directory
"/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.13.sdk/usr/include/c++/v1"
ignoring nonexistent directory
"/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.13.sdk/usr/local/include"
ignoring nonexistent directory
"/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.13.sdk/Library/Frameworks"
#include "..." search starts here:
#include <...> search starts here:

/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/include/c++/v1

/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/lib/clang/9.1.0/include
/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/include

/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.13.sdk/usr/include

/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.13.sdk/System/Library/Frameworks (framework directory)
End of search list.
```

Interestingly, there is no /usr/include on my mac.... Maybe that is related.
