
Subject: Re: The very first attempt at U++ MacOS (alpha) release is here!

Posted by [Novo](#) on Wed, 06 Mar 2019 02:51:13 GMT

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mirek wrote on Tue, 05 March 2019 13:17I am open to suggestions how to fix that... (except upgrading to 10.14 ;)

According to this:

LSMinimumSystemVersion (String - macOS) indicates the minimum version of macOS required for this app to run. This string must be of the form n.n.n where n is a number.

You are setting it to 10.13.

A third number is missing.

I couldn't fix the problem by fixing LSMinimumSystemVersion manually.

And according to this:

The availability macros defined in /usr/include/AvailabilityMacros.h add weak linking information to system interfaces based on the versions of OS X your project supports. When you create a new project, you tell the compiler which versions of OS X your project supports by setting the deployment target and target SDK in Xcode. The compiler uses these settings to assign appropriate values to the MAC_OS_X_VERSION_MIN_REQUIRED and MAC_OS_X_VERSION_MAX_ALLOWED macros, respectively. For information on how to modify these settings in Xcode, see "Setting Up Cross-Development in Xcode" in SDK Compatibility Guide or the Xcode help.

I guess MAC_OS_X_VERSION_MIN_REQUIRED should be defined by UPP.
