
Subject: Re: Conditional compiling
Posted by [Klugier](#) on Fri, 15 Mar 2019 22:04:24 GMT
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Hello,

It seems that for the UI applications Mirek is using PLATFORM_COCOA. Here is part of TheIDE that creates macOS global menu (ide/idebar.cpp - line 879):

```
void Ide::SetMenuBar()
{
#ifdef PLATFORM_COCOA
    SetMainMenu(THISBACK(MainMenu));
    menubar.Hide();
#else
    menubar.Set(THISBACK(MainMenu));
#endif
}
```

However, it is only true if Cocoa back-end is enable (currently default and the most advanced one for macOS). So, you can not relay on this flag for your console applications.

In the Core/config.h file there are following platform definitions that are equal on macOS:

```
#define PLATFORM_MACOS 1
#define PLATFORM_OSX 1
```

The above declaration are good to check for platform in low level code that doesn't require UI elements. Currently, I would prefer PLATFORM_MACOS over PLATFORM_OSX, because it agrees with current Apple naming convention for their desktop operating system. MAC OS X naming was abandon in 2016. Also, please notice that macOS is POSIX platform, so in most non UI cases you should relay on PLATFORM_POSIX flag.

Sincerely,
Klugier
