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

Posted by [Novo](#) on Sun, 17 Mar 2019 11:40:39 GMT

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mirek wrote on Sat, 16 March 2019 10:19 There were weird compilation issues when defining that macro.

Instead, I have found that xcode adds -mmacosx-version-min=10.13 compiler option, so we do add that too (in build method).

Please test: [https://sourceforge.net/projects/upp/files/upp/2019%20MacOS% 20Alpha%200.1/](https://sourceforge.net/projects/upp/files/upp/2019%20MacOS%20Alpha%200.1/)
It still doesn't work for me.

I'm able to launch it via command line from /Applications/theide.app/Contents/MacOS/

I suspect that this is some kind of information caching by MacOS. Unfortunately, I couldn't find any theide-related files in usual caching locations. Theoretically, there should be theide.plist cached somewhere, but I couldn't find it.

This problem still remains a mystery ...

P.S. Caching doesn't seem to be a problem. I'm getting the same result no matter which location I install theide to. Finder for some reason shows me theide as incompatible app all the time. This is weird.
