Subject: Re: Problem with MacOs compiling in Linux
Posted by Klugier on Tue, 19 Mar 2019 11:53:41 GMT

Hello Luigi,

The thread is called this way, because the macOS version of TheIDE caused regression in Linux code. GCC can not deal with .mm files (C++ mixed with Objective-C in one file).

It is not possible to target macOS from your Linux machine. The reason for that is easy - missing libraries and missing compiler support. Technically it is possible, but very unlikely to happens due to Apple licensing policy. Please notice that you can not even install macOS virtual machine inside virtual box on system others than macOS. Even if it is the same architecture as you current computer.

Backing to non working packages on macOS, I noticed that you raised issue with plugin/ftp. Please noticed that our macOS implementation of U++ is in alpha stage. It means that some things might not work, yet. You can always try to fix that issues by your own.

Sincerely,
Klugier