Subject: Re: Mac OSX: How to setup U++
Posted by forlano on Thu, 21 Mar 2019 21:07:09 GMT
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Hello,

I was able to compile my package (now testing it).

To compile X11 program I had to install Xquartz

https://www.xquartz.org/index.html

that provide a X11 replacement that is not included in Mojave.
Then I needed to run in the terminal the command

ln -s /opt/X11/include/X11 /usr/local/include/X11

to let the compiler find the files.
Then I needed to modify the include and library path in Theide to point correctly to the include and lib folder.

Luigi

edit: IGNORE THIS POST. XQuartz is not needed!!!