Subject: Cross-compilation for MacOS on Linux
Posted by Novo on Sun, 24 Jan 2021 13:22:36 GMT
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I'm trying to set up cross-compilation for MacOS on Linux using osxcross.
I'm able to compile code using COMMON_FLAGS = "OSX POSIX BSD".
But linker is still using libraries for Linux.

```
 -lX11
 -lXinerama
 -lXrender -lX11
 -lXft
 -lXdmcp
 -lfontconfig -lfreetype
 -lxcb
 -lXext
 -lgtk-3 -lgdk-3 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -latk-1.0 -lcairo-gobject -lcairo
-lgdk_pixbuf-2.0 -lgio-2.0 -lgobject-2.0 -lglib-2.0
 -lnotify -lgdk_pixbuf-2.0 -lgio-2.0 -lgobject-2.0 -lglib-2.0
 -lexpat
 -lpng16 -lz
 -lz -lpthread
```

Could you fix that, please?

TIA