
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 -glib-2.0  
-lnotify -lgdk_pixbuf-2.0 -lgio-2.0 -lgobject-2.0 -glib-2.0  
-lexpat  
-lpng16 -lz  
-lz -lpthread
```

Could you fix that, please?

TIA
