
Subject: Re: Cross-compilation for MacOS on Linux
Posted by [Novo](#) on Mon, 08 Feb 2021 18:29:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Sun, 07 February 2021 12:31 Hopefully fixed.

Thanks a lot!

Interestingly, this change broke compilation. Depending on passed common flags I get different error messages.

For "OSX POSIX BSD" I get

```
Error executing /home/ssg/dvlp/cpp/code/lang/osxcross/target/bin/o64-clang++ -c  
-I/usr/include/freetype2 -I/usr/include/libpng16
```

I believe POSIX and BSD are not supposed to be used in this case.

And for the plain OSX I get

```
osxcross: warning: cannot find clang intrinsic headers; please report this issue to the OSXCross  
project
```

I didn't get this error message before ...

The problem was introduced in a commit uppsrc: MacOS 11.2 fixes

The change:

```
Vector<String> SplitDirs(const char *s) {  
#ifdef PLATFORM_POSIX  
    return Split(s, [](int c) { return findarg(c, ',', ':') >= 0 ? c : 0; });  
#else  
    return Split(s, ',');  
#endif  
}
```

This is weird.

If I restore previous

```
return Split(s, ',');
```

I get a linker problem:

Undefined symbols for architecture x86_64:

```
"Upp::PdfDraw__initializer()", referenced from:  
    Upp::PdfDraw__initialize_struct::PdfDraw__initialize_struct() in CtrlLib$blitz.o  
"Upp::PdfDraw::DrawLineOp(int, int, int, int, int, Upp::Color)", referenced from:  
    vtable for Upp::PrinterDraw in CtrlLib$blitz.o  
"Upp::PdfDraw::DrawRectOp(int, int, int, int, Upp::Color)", referenced from:  
    vtable for Upp::PrinterDraw in CtrlLib$blitz.o  
"Upp::PdfDraw::DrawTextOp(int, int, int, unsigned short const*, Upp::Font, Upp::Color, int, int  
const*)", referenced from:  
    vtable for Upp::PrinterDraw in CtrlLib$blitz.o
```

...

Compilation is fine in this case ...
