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Subject: Re: Compilation on Mac  
Posted by [brown](#) on Sun, 01 Jan 2023 01:25:19 GMT  
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Hi,  
there are multiple declarations for several lines in case of X11 and MAC.  
A possible workaround could be, if you just simply add an #ifdef block to CtrlCore/CtrlCore.h  
around line 664-667:

```
#ifndef GUIPLATFORM_CTRL_DECLS_INCLUDE
static int    WndCaretTime;
static bool   WndCaretVisible;

static void   AnimateCaret();
#endif
```