
Subject: Re: Compilation on Mac

Posted by [fudadmin](#) on Sun, 01 Jan 2023 15:54:20 GMT

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brown wrote on Sun, 01 January 2023 01:25Hi,

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
```

We are working on it. Would you like to join on github?

<https://github.com/ultimatepp/ultimatepp/pull/127>
