
Subject: Re: Compilation on Mac

Posted by [brown](#) on Mon, 02 Jan 2023 09:24:05 GMT

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thx. I forked the master, and I will try to integrate your branch too mine as well. I did focus the configuration and AppKit/objc too. Slightly offtopic here, but:

I have strategic questions mainly.

- are the .mm files objc files ? Is it documented what are the goals there? I wrote a test.cpp and test.mm and tried to compile it, and got errors with MacOS13.1 Sdk. So, I am wondering how you could compile these nowadays...

-this project doesn't use autoconf, and unused libs are not disabled automatically or command line way, rather it tries to remove the pkg-config --libs part with sed. So, is it a strategy here to manage library dependancies , in example if someone installed libpng or not?

- Finding1: only the lib part is removed by sed, but --cflag part is not consistent with those.

- Finding2: the text is not matching at --cflag replacement line, because of the makefiles content has been changed meanwhile.

My version of configure_makefile contains this now (but this is not the final version, probably it could be a base for further discussions):

```
if [[ "$uname" == 'Darwin' ]]; then
  echo Configuring $1 for MacOS
  # sed -i.bak 's\`pkg-config --cflags libpng\` \`pkg-config --cflags freetype2\` \`pkg-config --cflags
x11\` \`pkg-config --cflags fontconfig\` \`pkg-config --cflags xcb\` \`pkg-config --cflags expat\`/' $1
  `pkg-config --exists libpng` || sed -i.bak 's\`pkg-config --cflags libpng\`/' $1
  `pkg-config --exists freetype2` || sed -i.bak 's\`pkg-config --cflags freetype2\`/' $1
  `pkg-config --exists x11` || sed -i.bak 's\`pkg-config --cflags x11\`/' $1
  `pkg-config --exists xinerama` || sed -i.bak 's\`pkg-config --cflags xinerama\`/' $1
  `pkg-config --exists xrender` || sed -i.bak 's\`pkg-config --cflags xrender\`/' $1
  `pkg-config --exists xft` || sed -i.bak 's\`pkg-config --cflags xft\`/' $1
  `pkg-config --exists xdmcp` || sed -i.bak 's\`pkg-config --cflags xdmcp\`/' $1
  `pkg-config --exists xext` || sed -i.bak 's\`pkg-config --cflags xext\`/' $1
  `pkg-config --exists gtk+3.0` || sed -i.bak 's\`pkg-config --cflags gtk+-3.0\`/' $1
  `pkg-config --exists libnotify` || sed -i.bak 's\`pkg-config --cflags libnotify\`/' $1
  `pkg-config --exists fontconfig` || sed -i.bak 's\`pkg-config --cflags fontconfig\`/' $1
  `pkg-config --exists xcb` || sed -i.bak 's\`pkg-config --cflags xcb\`/' $1
  `pkg-config --exists expat` || sed -i.bak 's\`pkg-config --cflags expat\`/' $1
  sed -i.bak 's/-Wl,--gc-sections $(LINKOPTIONS)/$(LINKOPTIONS)/' $1
  sed -i.bak 's/$(LINKER) -o "$(OutFile)" -Wl,-s $(LIBPATH) -Wl,-O,2 $(LDFLAGS)
-Wl,--start-group/$(LINKER) -o "$(OutFile)" $(LIBPATH) $(LDFLAGS)/' $1
  `pkg-config --exists libpng` || sed -i.bak 's\`pkg-config --libs libpng\`/' $1
  `pkg-config --exists freetype2` || sed -i.bak 's\`pkg-config --libs freetype2\`/' $1
  `pkg-config --exists x11` || sed -i.bak 's\`pkg-config --libs x11\`/' $1
  `pkg-config --exists fontconfig` || sed -i.bak 's\`pkg-config --libs fontconfig\`/' $1
  `pkg-config --exists xcb` || sed -i.bak 's\`pkg-config --libs xcb\`/' $1
  `pkg-config --exists expat` || sed -i.bak 's\`pkg-config --libs expat\`/' $1
  sed -i.bak 's/-lrt/' $1
  sed -i.bak 's/-Wl,--end-group/' $1
fi
```

My sandbox is mainly for learn how to help you the best. For example, how can I get your commits before it's merged, etc. Also, even if was able to eliminate all of the compilation errors, I got linker erros. So, first I have to understand how the AppKit c++/objc is working in u++. Therefore I have not plan to provide pr now, but at least I would like to learn what is missing at my sandbox.

(the last released mac binaries are working on my mac, but I am not sure, if it is M2 arch rather it is intel and using some rosetta virtualization on my cpu.. So, before I can help anything, I would like to go through several integration related questions first.)

my fork/sandbox is here: https://github.com/bfarago/ultimatepp/tree/IntegrationTest_on_Mac_M2
Compare to the master: https://github.com/ultimatepp/ultimatepp/compare/master...bfarago:ultimatepp:IntegrationTest_on_Mac_M2

I did not committed all of my other local changes here, because I've plan to rebase to yours or master branch solution rather.

Happy new year!
