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Subject: Re: Compilation on Mac

Posted by [fudadmin](#) on Mon, 02 Jan 2023 15:21:18 GMT

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1.  
brown wrote on Mon, 02 January 2023 09:24  
- 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...

\*.mm files are ObjectiveC++.  
\*.m files are ObjectiveC.  
\*.mm is C++ plus ObjectiveC.

There are different methods if you want to call C++ from ObjC and to call ObjC from C++.

Please post your test files and the method of building(compiling+linking)(ide, umk, xcode, or any other) if you want to know the reasons.

Upp \*.mm files serves the goals to call ObjC macos Cocoa GUI framework from upp C++.

2.  
brown wrote on Mon, 02 January 2023 09:24  
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?

Upp project main building tool is theide.

Umk is more or less auxiliary but it is the main thing if you need bootstrapping to a new platform and/or theide is not working. Or for remote builds.

Umk needs improvement and there are efforts and pull requests on github. You could cooperate and get more info from @Klugier. <https://www.ultimatepp.org/forums/index.php?t=usrinfo&id=1517&am p;>

And/or by joining our Discord channel.

3.  
brown wrote on Mon, 02 January 2023 09:24  
but I am not sure, if it is M2 arch rather it is intel and using some rosetta virtualization on my cpu

Rosetta at the moment. It runs well enough on my M1 MacBookAir.

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