
Subject: Re: Compilation on Mac
Posted by [fudadmin](#) on Mon, 02 Jan 2023 16:04:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

brown wrote on Mon, 02 January 2023 09:24

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!

In your fork I can see you introduced

```
#include <sys/sysctl.h>
```

Are you trying to get cpu type? For what reasons? Building?

If that is the case then this should be sufficient? Eg

```
clang++ main.cpp -target arm64-apple-macos11
```

Starting point would be to create theide build method (*.bm) and test. I will try that later.

More info on (cross)building for arm cpu:

<https://stackoverflow.com/questions/65361672/build-apple-silicon-bin-ary-on-intel-machine>
