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Subject: Re: Compilation on Mac

Posted by [brown](#) on Mon, 02 Jan 2023 17:03:51 GMT

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In case of the sysctl.h include is missing from Cpu.cpp, I got 3 compilation errors on Cpu.cpp lines 168,169,173 like undeclared identifier 'CTL\_HW', 'HW\_MEMSIZE' and sysctl() fn prototype. Perhaps, this is just a side effect of something else, which I didn't find yet... But there is a GetSystemMemoryStatus(r,r) fn implementation in this file, which have multiple "body" regarding to the PLATFORM\_MACOS "switch", the referenced fn and sys ctrl codes are came from the sys/sysctl.h include file according to man 3 sysctl in this platform...

I compiled the umk here (because the normal make was getting failed earlier - known fixed reason). So, if I run the

make -f umkMakefile

command, this was the remaining issue, which can be fixed by adding the specific include to the file.

Yeah, probably it should be included from somewhere else, I can imagine...

Back to the previous thread (compile mm files), I just wanted to build the umk and theide from its source on mac. There are .mm files in example: Draw/FontCoco.mm.

Some reason, my make still not able to link, because of the Makefile doesn't contains any \*.mm files at all... I guess those are missing from my Makefile .

How could you compile the upp itself on Mac with the actual Makefile.in content?

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