Subject: Re: Compilation on Mac Posted by fudadmin on Tue, 03 Jan 2023 01:27:35 GMT View Forum Message <> Reply to Message

brown wrote on Tue, 03 January 2023 00:56Thank you, it works with an earlier theide... I got the point, added your branch as an assembly, using the default arch settings, then I got an error for crypto due to the different arch:

(): Id: warning: ignoring file /opt/homebrew/Cellar/openssl@3/3.0.7/lib/libcrypto.a, building for macOS-x86_64 but attempting to link with file built for macOS-arm64

When I change the build config to add -target arm64-apple-macos11, then I get again the previous problem (sysctl related compiler error).

Therefore I add again the #include <sys/sysctl.h> onto your source tree, and the compilation + link gets success then. (no error, 32 warning)

Furtheremore the newly built "ide" app is running on m2:

% file ./ide

./ide: Mach-O 64-bit executable arm64

while the downloaded previous upp theide is x86

file ./theide

./theide: Mach-O 64-bit executable x86_64

There was an .so / lib problem popup regarding libClang with the new ide, also only an external debugger can be run (lldb) but internal gdb method is not working.

Obviously, I have to set the CLANG.bm correctly. by adding openssl include and lib as well. I will soon retest my projects based on arm64 and the latest possible sources...

Fantastic news! Congratulations! I suspect we have a VERY promising member... :) Would you mind to share your *bm file. And/or test if -target arm64-apple-macos13 works?

P.S. Tested. Mine working CLANG_ARM.bm is as follows (might need to clean some surplus -target...):

```
BUILDER = "CLANG";

COMPILER = "clang++";

COMMON_OPTIONS = "-mmacosx-version-min=13 -DTARGET_CPU_ARM64 -target

arm64-apple-macos13";

COMMON_CPP_OPTIONS = "-std=c++17 -target arm64-apple-macos13 -Wall

-Wno-logical-op-parentheses -Wno-deprecated-anon-enum-enum-conversion

-Wno-deprecated-declarations";

COMMON_C_OPTIONS = "-target arm64-apple-macos13";

COMMON_LINK = "-target arm64-apple-macos13";

COMMON_FLAGS = "";

DEBUG_INFO = "2";

DEBUG_BLITZ = "0";

DEBUG_LINKMODE = "1";

DEBUG_OPTIONS = "-00";

DEBUG_FLAGS = "";
```

```
DEBUG_LINK = "";

RELEASE_BLITZ = "0";

RELEASE_LINKMODE = "1";

RELEASE_OPTIONS = "-O3 -ffunction-sections -fdata-sections";

RELEASE_FLAGS = "";

RELEASE_LINK = "";

DEBUGGER = "gdb";

ALLOW_PRECOMPILED_HEADERS = "0";

DISABLE_BLITZ = "0";

PATH = "";

INCLUDE = "/opt/X11/include;/opt/X11/include/freetype2";

LIB = "/opt/X11/lib";

LINKMODE_LOCK = "0";
```

P.S. It is better to use -arch arm64 flags for compiling and linking than the mentioned above if you do not want restrict your users.

Page 2 of 2 ---- Generated from U++ Forum