Subject: MacOS status and M2 question
Posted by mirek on Thu, 23 Mar 2023 08:53:57 GMT

MacOS compiles again, but still has some problems:

- assist++ with libclang does not work (investigating)
- there is an interesting new issue with Monterey - splitters, when moved to the edge of window, become insensitive as MacOS is using the same area, INSIDE window client, to resize the window.
- would be nice to produce fat binaries

WRT the last point, I am still undecided whether to have 3rd box (M2 mac mini) on my table (well, box is not that much of a problem, 3rd keyboard is. 3 way keyboard switch would be nice....). That said, I believe I could develop fat binaries on what I have, is there anybody with M2 to test them though? Actually, I believe that toolchain produces native code anyway by default, so all you have to test for now is to compile something in current macos U++... (the question to answer here is whether U++ code compiles correctly for M2. It should, it works on Rapsberry PI just fine..)

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