Subject: Re: MacOS status and M2 question
Posted by Novo on Mon, 27 Mar 2023 13:37:46 GMT
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Another option is cross-compilation.

osxcross - Mac OS X cross toolchain for Linux, FreeBSD, OpenBSD and Android.
WHAT CAN BE BUILT WITH IT?

Basically everything you can build on macOS with clang/gcc should build with this cross toolchain
as well.

I tried to use it several years back. Had some issues with U++.
IMHO, it makes a lot of sense to make U++ work with osxcross.