Subject: Rendering is different in native and cross-compiled apps
Posted by Novo on Wed, 02 Apr 2025 17:42:26 GMT
View Forum Message <> Reply to Message

MacOS 10.15. Cross-compiled against SDK 10.15 on Linux.
Example of rendering:

Example of rendering in app compiled on MacOS:

COMMON_FLAGS = "POSIX BSD OSX";

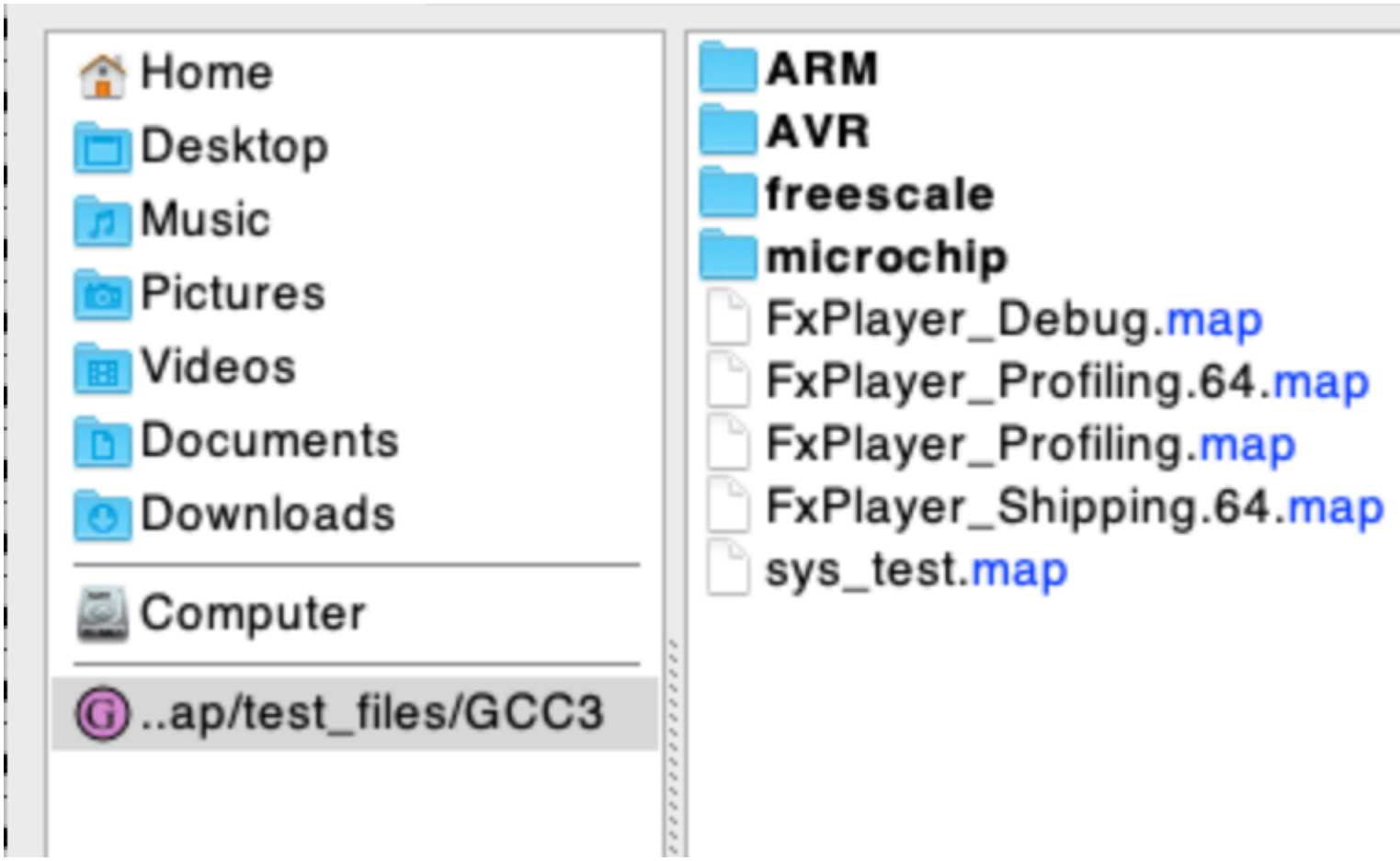
A compiler declares itself as
Compiler: GCC Ubuntu Clang 19.1.1 (1ubuntu1) (64 bit) (C++17)

Is it possible to fix that?

TIA

File Attachments

1) Screen Shot 2025-04-02 at 12.03.33 PM.png, downloaded 613 times



2) Screen Shot 2025-04-02 at 12.19.52 PM.png, downloaded 601 times

