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Subject: Re: Rendering is different in native and cross-compiled apps

Posted by [Novo](#) on Fri, 04 Apr 2025 19:49:33 GMT

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I've submitted a pull request which fixes cross-compilation for MacOS using osxcross.

It is supposed that a build method will use a compiler called

x86\_64-apple-darwin19-clang++-libc++ (or similar).

o64-XXX compiler names are not supported.

Building of GUI apps depends on a tool called icnsutil which replaces the Darwin iconutil.

(Debian/Ubuntu package icnsutils)

It was currently tested only with the flag OSX.

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