Subject: Re: 701-dev1 / 2007.1beta on Mac OSX
Posted by lundman on Fri, 26 Jan 2007 03:23:02 GMT
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Hey! Sorry, I should have been paying attention to this thread   I can probably help with the OsX version. The Xft crash is because Xft could not find any fonts. Make sure you have X11 installed on your OS, which should include the Xft/fontconfig fonts.

I'm on a fresh OsX (intel) now, and after installing "Optional Packages, X11" of the install CD, plus MacPorts of things like "libpng", it works again.

As mentioned, you have to create the Assembly, and point it to your uppsrc/ directory, as well as any other directories you want.

In my build environment I set:

INCLUDE Directories:
/Developer/SDKs/MacOSX10.4u.sdk/usr/X11R6/include/
 /Developer/SDKs/MacOSX10.4u.sdk/usr/X11R6/include/freetype2/
/usr/X11R6/include
/opt/local/include

LIBRARY Directories:
/usr/X11R6/lib
/opt/local/lib

I also set different compile flags to do Universal, but that is not needed to compile natively. Let me know if you want to know more.

Compile as "Shared Libs". Static is not work.

I have found you can bundle the shared libs in the application bundle, but figured that would be something to do once the carbon version is done. Or solve why static compiles don't work.