Subject: How's the Mac support?
Posted by cbpporter on Sun, 03 Sep 2017 09:51:05 GMT
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So I spent the weekend doing a basic port of our 3 executable project, both GUI and command line to Linux. There is still a lot of work to be done, but it works as a beta.

But how is the U++ support on Mac? I've never used Mac. Can you compile C++ on it? Does U++ GUI work? Do you need some sort of X port or something like CYGWIN? Is there a CYGMAC?

Do we have any Mac users?

Subject: Re: How's the Mac support?
Posted by mirek on Wed, 06 Sep 2017 06:40:56 GMT
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cbpporter wrote on Sun, 03 September 2017 11:51So I spent the weekend doing a basic port of our 3 executable project, both GUI and command line to Linux. There is still a lot of work to be done, but it works as a beta.

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Do we have any Mac users?

AFAIK X11 is sort of integral part of MacOS (rest is BSD POSIX anyway).

Subject: Re: How's the Mac support?
Posted by cbpporter on Wed, 06 Sep 2017 07:29:30 GMT
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Thanks!

TBH, I was hopping for a "Works great! I use it all the time!", but this will do too .

Subject: Re: How's the Mac support?
Posted by andreincx on Mon, 11 Sep 2017 21:16:14 GMT
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Hi Mirek,

X11 is not 'integrated' into MacOS. User needs to install it in order to have it. IMO that's not what we want as user experience - to install X11 to have our app.