Subject: First milestone reached - I am now working in cocoa theide...
Posted by mirek on Thu, 02 Aug 2018 18:06:18 GMT

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I think a this point I am ready to share this with community to gain some inputs:

 https://drive.google.com/file/d/1OGujxXFGgnGMNc_99xGFaIW6rTo wpzjf/view?usp=sharing

(this is binary of theide, u++ sources are in normal trunk).

Cocoa theide is now more usable than X11 variant, but a lot of things needs to developed/fixed. Brief list of issues is in CtrlCore/cocotodo.txt.

I appreciate any inputs.

There are somne issues with mac keyboard differences: K_CTRL is mapped to Command key (e.g. means Ctrl+C, Ctrl+V works as expected), K_ALT to Control key. (OSX U++ also adds K_OPTION). As Command+Tab is unavailable in OSX (consumed by task switcher), cycling of files is mapped to Option+Tab.

Subject: Re: First milestone reached - I am now working in cocoa theide...
Posted by Novo on Fri, 03 Aug 2018 02:27:55 GMT

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Thank you very much for doing this!

Could you please also post here your CLANG.bm? I'm having a problem compiling ide: 'CLOCK_REALTIME' is undefined.
I've just copied my CLANG.bm over from Linux. It looks like I'm missing something ...
I'm using clang 8.0.

Subject: Re: First milestone reached - I am now working in cocoa theide...
Posted by mirek on Fri, 03 Aug 2018 08:39:58 GMT

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(I am using "GCC", by accident, but it just invokes CLANG anyway)

```
File Attachments
1) GCC.bm, downloaded 331 times
```

Subject: Re: First milestone reached - I am now working in cocoa theide...

Posted by Novo on Fri, 03 Aug 2018 14:39:44 GMT
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Thank you!
I still do not understand how you compile upp.
What I'm getting is
.../uppsrc/Core/TimeDate.cpp:629:29: error: use of undeclared identifier 'CLOCK_REALTIME'
      int result = clock_settime(CLOCK_REALTIME, &sys_time);
                                 ^

"grep -r CLOCK_REALTIME /usr/include" gives me nothing.
But
$ grep -r CLOCK_REALTIME
/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacO
SX.sdk/usr/include/
/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacO
SX.sdk/usr/include//time.h:_CLOCK_REALTIME __CLOCK_AVAILABILITY = 0,
/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacO
SX.sdk/usr/include//time.h:#define CLOCK_REALTIME _CLOCK_REALTIME

finds it.
But Xcode include dirs are not included into your GCC.bm ...

Subject: Re: First milestone reached - I am now working in cocoa theide...
Posted by mirek on Fri, 03 Aug 2018 15:54:32 GMT
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Well, I guess, long term this is exactly the kind of info I need... :)

Anyway, I did not payed much attention so far, installed xcode and X11 theide compiled out of box
(thanks again to everybody who contributed to that). It looks like those paths are 'internal':

gcc -Wp,-v -stdlib=libc++ -x c++ - -fsyntax-only
clang -cc1 version 9.1.0 (clang-902.0.39.2) default target x86_64-apple-darwin17.5.0
ignoring nonexistent directory "/usr/local/include"
ignoring nonexistent directory
"/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/Mac
OSX10.13.sdk/usr/include/c++/v1"
ignoring nonexistent directory
"/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/Mac
OSX10.13.sdk/usr/local/include"
ignoring nonexistent directory
"/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/Mac
OSX10.13.sdk/Library/Frameworks"
#include "..." search starts here:
#include <...> search starts here:

/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/include/c++/v1

/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/lib/clang/9.1.0/include
 /Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/include

/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.13.sdk/usr/include

/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.13.sdk/System/Library/Frameworks (framework directory)
End of search list.

Interestingly, there is no /usr/include on my mac.... Maybe that is related.

Subject: Re: First milestone reached - I am now working in cocoa theide...
Posted by Novo on Sun, 05 Aug 2018 15:30:23 GMT
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I've fixed the problem by upgrading Xcode from version 8 to version 9. So, I guess, Xcode 9 is a requirement.
Anyway, Xcode 8 had a terrible bug, hopefully it is fixed in 9.

mirek wrote on Fri, 03 August 2018 11:54
Interestingly, there is no /usr/include on my mac.... Maybe that is related.
I'm using Homebrew. I guess /usr/include was created by it. On the other hand, I'm compiling Upp on my old development machine, so, this directory could have been created by other software ...

The only change I've made, I've replaced "/usr/X11R6/lib" with "/usr/X11/lib". I'm using XQuartz as the XServer...

mirek wrote on Fri, 03 August 2018 11:54
gcc -Wp,-v -stdlib=libc++ -x c++ - -fsyntax-only

Thanks for the tip! I didn't know that.