
Subject: theide.app with apple style menus
Posted by [mirek](#) on Tue, 11 Dec 2018 10:34:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

https://drive.google.com/open?id=1GL54WNMKRpEPLsafkDbNvXGw1w SG_Z4Z

I see the light at the end of the tunnel :)

Only two major issues to resolve now:

- converting exported icons to bundle icns file
- debugger support

Subject: Re: theide.app with apple style menus
Posted by [Klugier](#) on Tue, 11 Dec 2018 13:29:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello,

Today, I try to launch new ide executable and i found following problem while running the app (TheIDE doesn't start):

Process: newide2 [663]
Path: /Users/USER/*/theide.app/Contents/MacOS/newide2
Identifier: newide2
Version: 0
Code Type: X86-64 (Native)
Parent Process: ??? [1]
Responsible: newide2 [663]
User ID: 502

Date/Time: 2018-12-11 14:25:01.556 +0100
OS Version: Mac OS X 10.14.2 (18C54)
Report Version: 12
Bridge OS Version: 3.2 (16P2542)
Anonymous UUID: 3F4FE116-7AB0-CA0A-63D1-63D585F746EE

Time Awake Since Boot: 320 seconds

System Integrity Protection: enabled

Crashed Thread: 0

Exception Type: EXC_CRASH (SIGABRT)

Exception Codes: 0x0000000000000000, 0x0000000000000000
Exception Note: EXC_CORPSE_NOTIFY

Termination Reason: DYLD, [0x1] Library missing

Application Specific Information:

dyld: launch, loading dependent libraries

Dyld Error Message:

Library not loaded: /usr/local/opt/libpng/lib/libpng16.16.dylib

Referenced from: /Users/USER/*/theide.app/Contents/MacOS/newide2

Reason: image not found

Binary Images:

0x101028000 - 0x101afc7 +newide2 (0)
<C79FF830-85DE-38CC-BA55-03DCE86CD8F1>
/Users/USER/*/theide.app/Contents/MacOS/newide2
0x10ad29000 - 0x10ada7a67 dyld (640.2)
<289AB27E-F09F-3384-A14A-100431139559> /usr/lib/dyld
0x7fff2cdb4000 - 0x7fff2cdb4fff com.apple.Carbon (158 - 158)
<D6170F31-7A8A-3D4F-91DA-E11CF33E62B4>
/System/Library/Frameworks/Carbon.framework/Versions/A/Carbon
0x7fff2d2cf000 - 0x7fff2d2cffff com.apple.Cocoa (6.11 - 23)
<D0BED932-C061-33E9-9F59-ECE0BA9F7EEB>
/System/Library/Frameworks/Cocoa.framework/Versions/A/Cocoa
0x7fff2fe77000 - 0x7fff30245fff com.apple.Foundation (6.9 - 1561)
<27FD022F-F0E3-3053-BADA-DF9BF856CA85>
/System/Library/Frameworks/Foundation.framework/Versions/C/Foundation
0x7fff581e3000 - 0x7fff581e4ffb libSystem.B.dylib (1252.200.5)
<25F4A1F5-6551-312F-B397-C8D45ACC530A> /usr/lib/libSystem.B.dylib
0x7fff5842e000 - 0x7fff5843cfff libbz2.1.0.dylib (38.200.3)
<4DEC3797-087F-3C8D-815B-48E895813251> /usr/lib/libbz2.1.0.dylib
0x7fff5ab6d000 - 0x7fff5ab7fffb libz.1.dylib (70.200.4)
<15F7B40A-424C-33BB-BF2C-7E8195128B78> /usr/lib/libz.1.dylib

It seems that the following problem cause the crash:

Dyld Error Message:

Library not loaded: /usr/local/opt/libpng/lib/libpng16.16.dylib

Referenced from: /Users/USER/*/theide.app/Contents/MacOS/newide2

Reason: image not found

Sincerely,
Klugier

Subject: Re: theide.app with apple style menus
Posted by [Novo](#) on Tue, 11 Dec 2018 16:45:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Tue, 11 December 2018 05:34
I see the light at the end of the tunnel :)

Thank you.

When I launched newly recompiled ide, I was unable to use both menu and keyboard. For example, I was unable to change main package using keyboard. After some period of random clicking, pressing keys, and switching windows I managed to make menu and keyboard work. After some time I got into situation when menu works but keyboard doesn't.

I couldn't figure out a pattern.

Subject: Re: theide.app with apple style menus
Posted by [mirek](#) on Tue, 11 Dec 2018 17:13:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Tue, 11 December 2018 17:45mirek wrote on Tue, 11 December 2018 05:34
I see the light at the end of the tunnel :)

Thank you.

When I launched newly recompiled ide, I was unable to use both menu and keyboard. For example, I was unable to change main package using keyboard. After some period of random clicking, pressing keys, and switching windows I managed to make menu and keyboard work. After some time I got into situation when menu works but keyboard doesn't.

I couldn't figure out a pattern.

Did you recompile or have you downloaded the recent one? It looks like due to apple bug, menu does not work unless it is application bundle (which now theide generates).

Mirek

Subject: Re: theide.app with apple style menus
Posted by [Novo](#) on Tue, 11 Dec 2018 17:29:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Tue, 11 December 2018 12:13Novo wrote on Tue, 11 December 2018 17:45mirek

wrote on Tue, 11 December 2018 05:34
I see the light at the end of the tunnel :)

Thank you.

When I launched newly recompiled ide, I was unable to use both menu and keyboard. For example, I was unable to change main package using keyboard. After some period of random clicking, pressing keys, and switching windows I managed to make menu and keyboard work. After some time I got into situation when menu works but keyboard doesn't.

I couldn't figure out a pattern.

Did you recompile or have you downloaded the recent one? It looks like due to apple bug, menu does not work unless it is application bundle (which now theide generates).

Mirek

I recompiled it (I always do). My setup:

/Users/XXX/dvlp/cpp/code/upp/git/out/uppsrc/CLANG.Blitz.Gui.Nogtk.Shared/ide.app/Contents/MacOS/ide (15260788 B) is up to date.

```
$ which ide
/Users/XXX/local/bin/ide
$ ls -l /Users/XXX/local/bin/ide
lrwxr-xr-x  1 XXX  staff  104 Nov 27 19:38 /Users/XXX/local/bin/ide ->
/Users/XXX/dvlp/cpp/code/upp/git/out/uppsrc/CLANG.Blitz.Gui.Nogtk.Shared/ide.app/Contents/MacOS/ide
```

Is there something wrong with my setup?

Subject: Re: theide.app with apple style menus
Posted by [mirek](#) on Tue, 11 Dec 2018 17:44:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Tue, 11 December 2018 18:29mirek wrote on Tue, 11 December 2018 12:13Novo wrote on Tue, 11 December 2018 17:45mirek wrote on Tue, 11 December 2018 05:34
I see the light at the end of the tunnel :)

Thank you.

When I launched newly recompiled ide, I was unable to use both menu and keyboard. For example, I was unable to change main package using keyboard. After some period of random clicking, pressing keys, and switching windows I managed to make menu and keyboard work. After some time I got into situation when menu works but keyboard doesn't.

I couldn't figure out a pattern.

Did you recompile or have you downloaded the recent one? It looks like due to apple bug, menu does not work unless it is application bundle (which now theide generates).

Mirek

I recompiled it (I always do). My setup:

/Users/XXX/dvlp/cpp/code/upp/git/out/uppsrc/CLANG.Blitz.Gui.Nogtk.Shared/ide.app/Contents/MacOS/ide (15260788 B) is up to date.

\$ which ide

/Users/XXX/local/bin/ide

\$ ls -l /Users/XXX/local/bin/ide

lrwxr-xr-x 1 XXX staff 104 Nov 27 19:38 /Users/XXX/local/bin/ide ->

/Users/XXX/dvlp/cpp/code/upp/git/out/uppsrc/CLANG.Blitz.Gui.Nogtk.Shared/ide.app/Contents/MacOS/ide

Is there something wrong with my setup?

The recompile again using the new ide...

(Or download from the link).

Mirek

Subject: Re: theide.app with apple style menus
Posted by [Novo](#) on Tue, 11 Dec 2018 18:48:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Tue, 11 December 2018 12:44The recompile again using the new ide...

(Or download from the link).

Tried to recompile with a newly compiled ide ...

Tried downloaded version (copied over config files from the old ide) ...

Got the same result in both cases: menu and keyboard (at least command-key) do not work (at least initially).

MacOS High Sierra
Version 10.13.6
-std=c++14

Subject: Re: theide.app with apple style menus
Posted by [Novo](#) on Tue, 11 Dec 2018 19:09:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tried to copy your precompiled app into Application - it won't event launch because it requires macOS 10.14 (can be launched from command line).
Tried to copy my recompiled app into Application - menu works, but keyboard (at least command-m) doesn't.

Subject: Re: theide.app with apple style menus
Posted by [mirek](#) on Tue, 11 Dec 2018 19:27:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Tue, 11 December 2018 20:09Tried to copy your precompiled app into Application - it won't event launch because it requires macOS 10.14 (can be launched from command line).
Tried to copy my recompiled app into Application - menu works, but keyboard (at least command-m) doesn't.

Thanks. Thats weird - info.plist requires 10.13, please check...

I can put about anything to info.plist - if you find the right combination, I will gladly use it. Just be aware that stupid Mac is caching it, so simply changing info.plist is not enough (I really do not know what IS enough, but google search recommends moving .app to another folder in Finder, as stupid as it sounds).

Subject: Re: theide.app with apple style menus
Posted by [mirek](#) on Tue, 11 Dec 2018 19:28:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

P.S.: Please do not upgrade to 10.14 before we resolve this :)

Mirek

Subject: Re: theide.app with apple style menus

Posted by [mirek](#) on Tue, 11 Dec 2018 19:29:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

P.P.S.: Some keys do not work right now, it is "todo".

Subject: Re: theide.app with apple style menus

Posted by [unodgs](#) on Tue, 11 Dec 2018 19:58:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looks very nice! But there is a problem with dark mode:

Normal buttons have no label and overall contrast is too high.

File Attachments

1) [theide_macos.png](#), downloaded 788 times

Subject: Re: theide.app with apple style menus

Posted by [mirek](#) on Tue, 11 Dec 2018 20:30:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here comes a new version:

<https://drive.google.com/open?id=1amN6e1INw3urd2kGRSM1D0z0z3 iqL5rv>

libpng dependency removed, and we now have icns...

Subject: Re: theide.app with apple style menus

Posted by [mirek](#) on Tue, 11 Dec 2018 20:34:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, if dark mode would be the worst issue, I would be glad... :) Will fix it in time..

Subject: Re: theide.app with apple style menus

Posted by [Novo](#) on Tue, 11 Dec 2018 20:35:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Tue, 11 December 2018 14:27

Thanks. Thats weird - info.plist requires 10.13, please check...

I do not know where this is coming from. Output of "otool -L" looks fine.

File Attachments

1) [Screen Shot 2018-12-11 at 2.36.22 PM.png](#), downloaded 671 times

Subject: Re: theide.app with apple style menus
Posted by [Novo](#) on Tue, 11 Dec 2018 20:43:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Tue, 11 December 2018 14:29P.P.S.: Some keys do not work right now, it is "todo".

New discoveries:

command-m

command-/

command-\

These three do not work till you click on the "File" menu. It looks like it "enables" these combinations.

ESC doesn't work in any case...

command-b works without clicking on "Edit".

Subject: Re: theide.app with apple style menus
Posted by [Klugier](#) on Tue, 11 Dec 2018 20:55:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Mirek and Daniel,

The dark mode requires changes under the application layer. One of the reason why dark themes doesn't look cool (on Linux or on mac) is that we do not have monochromatic icons or alternative icons set for dark. Moreover, we should also support dark mode for the "Standard" theme. Some users, might want to use dark ide without explicitly switching colors in system settings. I think now with wide support of dark themes all over the operating system word, this behavior will be less common. However, in my opinion dark "Standard" theme is something that we should support in the future.

Backing to macOS, I am relay glad to see community engagement in testing Mireks new binaries. Just after several hours after posting so many people tested it and provide constructive feedback. Awesome job guys ;)

I will test png issue tomorrow.

Sincerely,
Klugier

Subject: Re: theide.app with apple style menus
Posted by [Novo](#) on Tue, 11 Dec 2018 21:13:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Tue, 11 December 2018 14:58 Looks very nice! But there is a problem with dark mode:

There is also a problem with the GridCtrl :)
There is no grid at all, at least in my case with GridCtrlTest ...

Subject: Re: theide.app with apple style menus
Posted by [Klugier](#) on Thu, 13 Dec 2018 19:35:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Mirek,

I just noticed that tab bar in build methods doesn't work. It doesn't allow to change tabs. I don't know it is general problem with TabBar, beacuse the tab switching works correctly inside TheIDE.

Sincerely,
Klugier

Subject: Re: theide.app with apple style menus
Posted by [mirek](#) on Fri, 14 Dec 2018 08:52:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Tue, 11 December 2018 20:09 Tried to copy your precompiled app into Application - it won't event launch because it requires macOS 10.14 (can be launched from command line). Tried to copy my recompiled app into Application - menu works, but keyboard (at least command-m) doesn't.

Keys issue should be now fixed in trunk. (I forgot to implement menu hotkeys at U++ side with Cocoa menus...)

Subject: Re: theide.app with apple style menus
Posted by [Novo](#) on Fri, 14 Dec 2018 14:19:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Fri, 14 December 2018 03:52Keys issue should be now fixed in trunk. (I forgot to implement menu hotkeys at U++ side with Cocoa menus...)

Thanks!

Keys work fine now.

Menu works when ide is launched from "Applications".

When it is launched from command line I need to switch to another app and back to make it work.

Another observation: there is something, probably, wrong with dependency tracking because I was getting the "Invalid memory access!" error message after I compiled new code and tried to launch ide. Complete recompilation fixed the problem.

Subject: Re: theide.app with apple style menus

Posted by [mirek](#) on Fri, 14 Dec 2018 15:02:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Fri, 14 December 2018 15:19mirek wrote on Fri, 14 December 2018 03:52Keys issue should be now fixed in trunk. (I forgot to implement menu hotkeys at U++ side with Cocoa menus...)

Thanks!

Keys work fine now.

Menu works when ide is launched from "Applications".

When it is launched from command line I need to switch to another app and back to make it work.

Yes, I have actually spent on this about two weeks before I have found that menu does not work right in command-line....

Quote:

Another observation: there is something, probably, wrong with dependency tracking because I was getting the "Invalid memory access!" error message after I compiled new code and tried to launch ide. Complete recompilation fixed the problem.

Yes, the CtrlCore code seems to be too confusing for current dependency system. "known issue".

Mirek

Subject: Re: theide.app with apple style menus

Posted by [mirek](#) on Fri, 21 Dec 2018 17:20:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Tue, 11 December 2018 20:58Looks very nice! But there is a problem with dark mode:

Normal buttons have no label and overall contrast is too high.

Label fixed, however the appearance of buttons looks like bug in MacOS (they forgot to update the only API they provide for GUI styling).

From what I have seen on the web Qt apps have same ugly buttons in dark. Maybe Qt guys will push Apple to fix that...

One possible solution is to forget about reading styling data from OS and just provide two Mac themes (normal and dark).

Mirek
