Subject: The very first attempt at U++ MacOS (alpha) release is here!
Posted by mirek on Tue, 05 Mar 2019 16:52:37 GMT
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https://sourceforge.net/projects/upp/files/upp/2019%20MacOS% 20Alpha%20release/

Subject: Re: The very first attempt at U++ MacOS (alpha) release is here!
Posted by Novo on Tue, 05 Mar 2019 18:04:43 GMT
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It still won't work with MacOS 10.13 :)
It probably makes sense to create an installer.
productbuild --root path_to_the_folder_with_TheIDE /Applications TheIDE.pkg

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Subject: Re: The very first attempt at U++ MacOS (alpha) release is here!
Posted by mirek on Tue, 05 Mar 2019 18:17:57 GMT
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Novo wrote on Tue, 05 March 2019 19:04It still won't work with MacOS 10.13 :)

I am open to suggestions how to fix that... (except upgrading to 10.14 ;)

Quote:
It probably makes sense to create an installer.
productbuild --root path_to_the_folder_with_TheIDE /Applications TheIDE.pkg

path_to_the_folder_with_TheIDE - is that path to the theide.app?

Mirek

Subject: Re: The very first attempt at U++ MacOS (alpha) release is here!
Posted by Novo on Tue, 05 Mar 2019 18:46:05 GMT
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mirek wrote on Tue, 05 March 2019 13:17path_to_the_folder_with_TheIDE - is that path to the
theide.app?

Yes, it is.
Actually, "--root" should be replaced with "--component", but in my case productbuild is
complaining that "The component at "XXX" is not a bundle.". Using "--root" solves the problem.

Subject: Re: The very first attempt at U++ MacOS (alpha) release is here!
Posted by Novo on Wed, 06 Mar 2019 02:51:13 GMT
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mirek wrote on Tue, 05 March 2019 13:17I am open to suggestions how to fix that... (except upgrading to 10.14 ;)

According to this:
LSMinimumSystemVersion (String - macOS) indicates the minimum version of macOS required for this app to run. This string must be of the form n.n.n where n is a number.
You are setting it to 10.13.
A third number is missing.
I couldn't fix the problem by fixing LSMinimumSystemVersion manually.

And according to this:
The availability macros defined in /usr/include/AvailabilityMacros.h add weak linking information to system interfaces based on the versions of OS X your project supports. When you create a new project, you tell the compiler which versions of OS X your project supports by setting the deployment target and target SDK in Xcode. The compiler uses these settings to assign appropriate values to the MAC_OS_X_VERSION_MIN_REQUIRED and MAC_OS_X_VERSION_MAX_ALLOWED macros, respectively. For information on how to modify these settings in Xcode, see "Setting Up Cross-Development in Xcode" in SDK Compatibility Guide or the Xcode help.

I guess MAC_OS_X_VERSION_MIN_REQUIRED should be defined by UPP.

Subject: Re: The very first attempt at U++ MacOS (alpha) release is here!
Posted by mirek on Sat, 16 Mar 2019 14:19:44 GMT
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There were weird compilation issues when defining that macro.

Instead, I have found that xcode adds -mmacosx-version-min=10.13 compiler option, so we do add that too (in build method).

Please test: https://sourceforge.net/projects/upp/files/upp/2019%20MacOS% 20Alpha%200.1/

Subject: Re: The very first attempt at U++ MacOS (alpha) release is here!
Posted by Klugier on Sat, 16 Mar 2019 14:46:00 GMT
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Hello Mirek,

Is it related to this bug - https://www.ultimatepp.org/redmine/issues/1941?

Sincerely,
Klugier

Subject: Re: The very first attempt at U++ MacOS (alpha) release is here!
Posted by Novo on Sun, 17 Mar 2019 11:40:39 GMT

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mirek wrote on Sat, 16 March 2019 10:19There were weird compilation issues when defining that macro.

Instead, I have found that xcode adds -mmacosx-version-min=10.13 compiler option, so we do add that too (in build method).

Please test: https://sourceforge.net/projects/upp/files/upp/2019%20MacOS% 20Alpha%200.1/
It still doesn't work for me.
I'm able to launch it via command line from /Applications/theide.app/Contents/MacOS/
I suspect that this is some kind of information caching by MacOS. Unfortunately, I couldn't find any theide-related files in usual caching locations. Theoretically, there should be theide.plist cached somewhere, but I couldn't find it.
This problem still remains a mystery ...

P.S. Caching doesn't seem to be a problem. I'm getting the same result no matter which location I install theide to. Finder for some reason shows me theide as incompatible app all the time. This is weird.

Subject: Re: The very first attempt at U++ MacOS (alpha) release is here!
Posted by Klugier on Mon, 18 Mar 2019 10:32:41 GMT

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Hello,

I have just installed the alpha version of TheIDE and find following problems:
- The uppsrc, examples, references & tutorials are not visible after installation to the User application directory (/Users/rebaczz/Applications). The problem is that TheIDE is looking in the wrong path (/Users/rebaczz/upp/uppsrc), but the true localization of uppsrc is (/Users/rebaczz/Applications/TheIDE.app/Contents/SharedSuppo rt/uppsrc). After changing the path uppsrc is detected correctly.
- theide package name should be TheIDE (looks better in the application list and launchpad)

_____

Edit: I just remove .upp hidden directory and it seems that it solves the problem with uppsrc path. Sorry for the false alert.

Sincerely,

Klugier