Subject: Mac OSX: How to setup U++
Posted by forlano on Wed, 13 Mar 2019 17:24:56 GMT
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Hello!

I am writing from my new mac mini 2014 Mojave. I switched to mac mini after reading our guru advice. It's a nice machine not expensive.

The question: what to do to setup a U++ workstation?

I need some hint and then I fill the gap... I can't wait to compile my application

Thanks!
Luigi

Subject: Re: Mac OSX: How to setup U++
Posted by Novo on Thu, 14 Mar 2019 18:56:37 GMT
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Useful links:

How to Install Command Line Tools in Mac OS X (Without Xcode)
Homebrew

Hope this helps.

Subject: Re: Mac OSX: How to setup U++
Posted by forlano on Fri, 15 Mar 2019 18:46:44 GMT
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Novo wrote on Thu, 14 March 2019 19:56Useful links:

How to Install Command Line Tools in Mac OS X (Without Xcode)
Homebrew

Hope this helps.

Thank you for the reply.

After installing the previous tools I have downloaded the upp-macos.zip. It appeared in the folder Download as theide.app.
At the first run it required me to unlock something to let this external app to run. After it Theide appeared!
I selected the HelloWorld package and it run without problem till the end (there were some

warnings although). The HelloWorld app run as expected.

Then I created my MyApps folder with my packages. Then tried to compile one of my program. No success
In fact all previous assembly (example, bazaar, tutorial, uppsrc) disappeared... or at least became empty in Theide. I was not able to locate them.

Then I have deleted everything and started a fresh download again hoping to recreate the magic. But again Theide was not able to locate all others assembly. What am I missing?

The first thought is that the installation needs some improvement. Now I am trying to do something but whithout to know what to do exactly. Any hint would be very appreciated.

Thanks,
Luigi

EDIT: I have used "Setup / Checkout SVN..." and then downloaded everything. The assembly appeared! Now I am trying to compile my program.

Subject: Re: Mac OSX: How to setup U++
Posted by forlano on Thu, 21 Mar 2019 21:07:09 GMT
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Hello,

I was able to compile my package (now testing it).

To compile X11 program I had to install Xquartz

https://www.xquartz.org/index.html

that provide a X11 replacement that is not included in Mojave.
Then I needed to run in the terminal the command

ln -s /opt/X11/include/X11 /usr/local/include/X11

to let the compiler find the files.
Then I needed to modify the include and library path in Theide to point correctly to the include and lib folder.

Luigi

edit: IGNORE THIS POST. XQuartz is not needed!!!

Subject: Re: Mac OSX: How to setup U++
Posted by mirek on Tue, 26 Mar 2019 07:21:55 GMT
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forlano wrote on Thu, 21 March 2019 22:07Hello,

I was able to compile my package (now testing it).

To compile X11 program I had to install Xquartz

I still do not understand why X11. Admitedly there is some problem in u++/theide, but it would help me to know at what point did you came to conslusion that you need X11?

Have you got any errors when compiling? Or theide did not run without xquartz?

Mirek

Subject: Re: Mac OSX: How to setup U++
Posted by forlano on Tue, 26 Mar 2019 09:26:45 GMT
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mirek wrote on Tue, 26 March 2019 08:21forlano wrote on Thu, 21 March 2019 22:07Hello,

I was able to compile my package (now testing it).

To compile X11 program I had to install Xquartz

I still do not understand why X11. Admitedly there is some problem in u++/theide, but it would help me to know at what point did you came to conslusion that you need X11?

Have you got any errors when compiling? Or theide did not run without xquartz?

Mirek

Theide run without Xquartz. The compilation of HelloWorld did not requested X11.

However, during compilation of my package, it complained about something related to X11. Then I believed it was the usual X11 and after googling I found that was absent and I needed Xquartz. Then I installed Xquartz and the compilation arrived till the end.
I compiled the same package that I used to compile under linux (and windows). Perhaps there was some flag inside the .upp file that confused clang or some package X11 dependent.

Maybe I restart the setting (removing Xquartz) to intercept the complain again?

Thanks,
Luigi

Subject: Re: Mac OSX: How to setup U++
Posted by mirek on Tue, 26 Mar 2019 13:16:05 GMT
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forlano wrote on Tue, 26 March 2019 10:26mirek wrote on Tue, 26 March 2019 08:21forlano wrote on Thu, 21 March 2019 22:07Hello,

I was able to compile my package (now testing it).

To compile X11 program I had to install Xquartz

I still do not understand why X11. Admitedly there is some problem in u++/theide, but it would help me to know at what point did you came to conslusion that you need X11?

Have you got any errors when compiling? Or theide did not run without xquartz?

Mirek

Theide run without Xquartz. The compilation of HelloWorld did not requested X11.

However, during compilation of my package, it complained about something related to X11. Then I believed it was the usual X11 and after googling I found that was absent and I needed Xquartz. Then I installed Xquartz and the compilation arrived till the end.
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Maybe I restart the setting (removing Xquartz) to intercept the complain again?
Thanks,
Luigi

That would indeed be great. This is something we need to resolve...

Mirek

Subject: Re: Mac OSX: How to setup U++
Posted by forlano on Tue, 26 Mar 2019 21:52:59 GMT
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Solved!

Removed XQuartz.

The problem was caused by the package "Office Automation" that in turn required the package "SysInfo".
It required a X11 library. The complain was caused just by this package. I have just removed SysInfo and the link arrived till the end.
There were many warnings. clang sometimes expected a struct instead of class or something similar.
So the problem was mine and not related to thieve.

Sorry for the false alarm.

Thanks,
Luigi

Subject: Re: Mac OSX: How to setup U++
Posted by cbpporter on Tue, 23 Apr 2019 18:23:33 GMT
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So now U++ works on Mac without X? This is both great and horrible news. Great for obvious reasons. Horrible because that is an extra platform I need to support .

I'll give it a go on a virgin system after Easter...

Thank you for supporting everything that is out there!

Subject: Re: Mac OSX: How to setup U++
Posted by koldo on Wed, 24 Apr 2019 05:35:11 GMT
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forlano wrote on Tue, 26 March 2019 22:52The problem was caused by the package "Office Automation" that in turn required the package "SysInfo".
It required a X11 library. The complain was caused just by this package. I have just removed SysInfo and the link arrived till the end.
There were many warnings. clang sometimes expected a struct instead of class or something similar.
So the problem was mine and not related to thieve.

This is weird, as OfficeAutomation only works in MS Windows. To reinforce this, every cpp file begins with a #ifdef _WIN32

In the other hand, SysInfo link to X11 is strong and I do not have knowledge to extend it to systems apart from Windows or X11.
