Subject: Problem with macOs compiling in Linux
Posted by koldo on Sat, 16 Mar 2019 07:37:14 GMT
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Hello all

I never thought to send a post to a MacOS forum

When compiling a GUI application (Examples/Clock) from Ubuntu Linux, I get this error:

Who said that the MacMenu was good

File Attachments

1) Captura.JPG, downloaded 1215 times

```
MacMenu.mm
g++: error trying to exec 'cc1objplus': execvp: No such file or directory
CtrlLibInit.cpp
ChWin32.cpp
ChGtk0.cpp
ChGtk.cpp
ChCocoMM.mm
g++: error trying to exec 'cc1objplus': execvp: No such file or directory
CtrlLib: 61 file(s) built in (0:33.60), 550 msecs / file, duration = 36251 msecs

There were errors. (0:36.32)
```

Subject: Re: Problem with MaxOs compiling in Linux
Posted by Klugier on Sat, 16 Mar 2019 10:57:18 GMT
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Hello,

It seems that you have updated your sources, but without updating TheIDE. You TheIDE can not ignore .mm file, so it leads to compilation problem. The simplest solution to fix that problem is to download nightly tarball build and recompile and reinstall TheIDE. Then the compilation problem should gone.

I am not sure we can handle this with more gentle way like. Anyway, sorry for difficulties

I like the mistake you made in the title and called macOS - MaxOS Now, the title is correct.

Sincerely,
Klugier

Subject: Re: Problem with MacOs compiling in Linux
Posted by koldo on Sun, 17 Mar 2019 13:43:49 GMT
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Thank you Klugier

It has been so easy, I did not remember it. Just running a "make" from inside downloaded folder with U++ sources, and all is done!
Problem solved.

Subject: Re: Problem with MacOs compiling in Linux
Posted by forlano on Mon, 18 Mar 2019 20:21:52 GMT
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Hello,

sorry for asking silly question , but I have not understood the title of this post.

Is it possible to compile in a linux machine a program targeted for a MacOS machine?
If it is possible would be great. At moment there is some package I am not able to compile in MacOS.

Thanks,
Luigi

Subject: Re: Problem with MacOs compiling in Linux
Posted by Klugier on Tue, 19 Mar 2019 11:53:41 GMT
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Hello Luigi,

The thread is called this way, because the macOS version of TheIDE caused regression in Linux code. GCC can not deal with .mm files (C++ mixed with Objective-C in one file).

It is not possible to target macOS from your Linux machine. The reason for that is easy - missing libraries and missing compiler support. Technically it is possible, but very unlikely to happens due to Apple licensing policy. Please notice that you can not even install macOS virtual machine inside virtual box on system others than macOS. Even if it is the same architecture as you current computer.

Backing to non working packages on macOS, I noticed that you raised issue with plugin/ftp. Please noticed that our macOS implementation of U++ is in alpha stage. It means that some things might not work, yet. You can always try to fix that issues by your own.

Sincerely,
Klugier