Subject: How I can load inside Utimate++ RayLib For MacOs And Win?
Posted by fasasoftware on Wed, 13 Nov 2019 19:40:28 GMT

How I can load inside Utimate++ RayLib For MacOs And Win?

I'm sorry....i'm newbe...but i'm trying to compile RayLib2.5.0 with TheIde ...Ultimate++ but my compilation is stopped unexpectly..

I think this library is very powerful, and i would like to work with it...

Please can somobody help me to how include the necessary files and folder (installation step by step....) for Macosx 10.13 an Win10?? I know for

windows there's an installer inside Raylib Site...but i would like to use inside Ultimate++ .

Thanks a lot in advance...i think my problem can interesting a lot of people like me...

Best regards,

Lestroso :blush:

File Attachments
1) Schermata 2019-11-13 alle 20.20.21.png, downloaded 186 times

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Subject: Re: How I can load inside Utimate++ RayLib For MacOs And Win?
Posted by Xemuth on Wed, 13 Nov 2019 21:40:53 GMT

Hello,

To use C++11 instead of C++14 or C++ 17 go to Build méthods

then type C++11 :