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Subject: Cross-compilation for MacOS on Linux  
Posted by [Novo](#) on Sun, 24 Jan 2021 13:22:36 GMT

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I'm trying to set up cross-compilation for MacOS on Linux using osxcross.  
I'm able to compile code using COMMON\_FLAGS = "OSX POSIX BSD".  
But linker is still using libraries for Linux.

```
-lX11  
-lXinerama  
-lXrender -lX11  
-lXft  
-lXdmcp  
-lfontconfig -lfreetype  
-lxcb  
-lXext  
-lgtk-3 -lgdk-3 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -latk-1.0 -lcairo-gobject -lcairo  
-lgdk_pixbuf-2.0 -lgio-2.0 -lgobject-2.0 -glib-2.0  
-lnotify -lgdk_pixbuf-2.0 -lgio-2.0 -lgobject-2.0 -glib-2.0  
-lexpat  
-lpng16 -lz  
-lz -lpthread
```

Could you fix that, please?

TIA

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Subject: Re: Cross-compilation for MacOS on Linux  
Posted by [mirek](#) on Thu, 04 Feb 2021 19:41:59 GMT

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Are you using umk or makefile?

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Subject: Re: Cross-compilation for MacOS on Linux  
Posted by [Novo](#) on Thu, 04 Feb 2021 20:29:26 GMT

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mirek wrote on Thu, 04 February 2021 14:41: Are you using umk or makefile?

umk.

I believe this can be done similar to porting clang-mingw to Linux.

I had same problem back then.

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Subject: Re: Cross-compilation for MacOS on Linux  
Posted by [mirek](#) on Sun, 07 Feb 2021 17:31:38 GMT  
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Hopefully fixed.

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Subject: Re: Cross-compilation for MacOS on Linux  
Posted by [Novo](#) on Mon, 08 Feb 2021 18:29:33 GMT  
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mirek wrote on Sun, 07 February 2021 12:31 Hopefully fixed.

Thanks a lot!

Interestingly, this change broke compilation. Depending on passed common flags I get different error messages.

For "OSX POSIX BSD" I get

```
Error executing /home/ssg/dvlp/cpp/code/lang/osxcross/target/bin/o64-clang++ -c  
-I/usr/include/freetype2 -I/usr/include/libpng16
```

I believe POSIX and BSD are not supposed to be used in this case.

And for the plain OSX I get

```
osxcross: warning: cannot find clang intrinsic headers; please report this issue to the OSXCross  
project
```

I didn't get this error message before ...

The problem was introduced in a commit uppsrc: MacOS 11.2 fixes

The change:

```
Vector<String> SplitDirs(const char *s) {  
#ifdef PLATFORM_POSIX  
    return Split(s, [](int c) { return findarg(c, ';', ':') >= 0 ? c : 0; });  
#else  
    return Split(s, ';');  
#endif  
}
```

This is weird.

If I restore previous

```
return Split(s, ';');
```

I get a linker problem:

Undefined symbols for architecture x86\_64:

```
"Upp::PdfDraw__initializer()", referenced from:  
    Upp::PdfDraw__initialize_struct::PdfDraw__initialize_struct() in CtrlLib$blitz.o  
"Upp::PdfDraw::DrawLineOp(int, int, int, int, int, Upp::Color)", referenced from:  
    vtable for Upp::PrinterDraw in CtrlLib$blitz.o  
"Upp::PdfDraw::DrawRectOp(int, int, int, int, Upp::Color)", referenced from:  
    vtable for Upp::PrinterDraw in CtrlLib$blitz.o  
"Upp::PdfDraw::DrawTextOp(int, int, int, unsigned short const*, Upp::Font, Upp::Color, int, int  
const*)", referenced from:  
    vtable for Upp::PrinterDraw in CtrlLib$blitz.o
```

...

Compilation is fine in this case ...

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