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Subject: MacOS 10.11?

Posted by [eINb](#) on Sat, 22 May 2021 22:44:28 GMT

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Hello, I'd like to know:

- which is the last version compatible (including TheIDE) with macOS 10.11.6
- is there any chance of up to date 10.11 compatible build
- else, hint for trying to compile myself

two initial problems:

- missing packages (freetype2 x11 fontconfig xcb xinerama xrender xft xdmcp xext gtk+-3.0 libnotify)
- "error: thread-local storage is not supported for the current target"

about packages:

- which are required (according to [www\\$upweb\\$uppx11\\$en-us.html](#) "bash gmake gtk2(not 3?) freetype2 libnotify clang-devel" for a BSD build, but no macOS specific info)
- what is the advised way to install them, MacPorts appears to have most (all?) of them but I'm having trouble with the naming
- is the X11.app that comes with the OS of any use here (does not include development files, and must be rather old)

about compiler:

- what is the required clang++ version, will the one in Xcode 7.3.1 or 8.2.1 do (I yet have to install Xcode 8, perhaps that solves the thread-local error)

Thanks in advance for help.

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Subject: Re: MacOS 10.11?

Posted by [mirek](#) on Sun, 23 May 2021 11:23:40 GMT

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<https://sourceforge.net/projects/upp/files/upp/2021.1/>

<https://github.com/ultimatepp/ultimatepp/releases/tag/2021.1>

Quote:

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Sorry, the makefile only works for X11/gtk posix. For macos you are supposed to use prebuilt binary. You can build from sources immediately after that (as there are tools to build U++ modular source structure included - theide and umk).

U++ requires C++14, so I think Xcode version does not really matter.

Mirek

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