
Subject: MacOS status and M2 question

Posted by [mirek](#) on Thu, 23 Mar 2023 08:53:57 GMT

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MacOS compiles again, but still has some problems:

- assist++ with libclang does not work (investigating)
- there is an interesting new issue with Monterey - splitters, when moved to the edge of window, become insensitive as MacOS is using the same area, INSIDE window client, to resize the window.
- would be nice to produce fat binaries

WRT the last point, I am still undecided whether to have 3rd box (M2 mac mini) on my table (well, box is not that much of a problem, 3rd keyboard is. 3 way keyboard switch would be nice....). That said, I believe I could develop fat binaries on what I have, is there anybody with M2 to test them though? Actually, I believe that toolchain produces native code anyway by default, so all you have to test for now is to compile something in current macos U++... (the question to answer here is whether U++ code compiles correctly for M2. It should, it works on Rapsberry PI just fine..)

Mirek

Subject: Re: MacOS status and M2 question

Posted by [Novo](#) on Mon, 27 Mar 2023 13:37:46 GMT

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Another option is cross-compilation.

osxcross - Mac OS X cross toolchain for Linux, FreeBSD, OpenBSD and Android.
WHAT CAN BE BUILT WITH IT?

Basically everything you can build on macOS with clang/gcc should build with this cross toolchain as well.

I tried to use it several years back. Had some issues with U++.
IMHO, it makes a lot of sense to make U++ work with osxcross.

Subject: Re: MacOS status and M2 question

Posted by [Novo](#) on Mon, 27 Mar 2023 14:06:33 GMT

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A DisplayPort KVM Switch can be handy in your situation. A 4-port one off ebay can cost ~\$100. I used KVM Switches in the past before VMs got popular.

Subject: Re: MacOS status and M2 question
Posted by [mirek](#) on Wed, 29 Mar 2023 15:11:23 GMT
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Novo wrote on Mon, 27 March 2023 16:06A DisplayPort KVM Switch can be handy in your situation. A 4-port one off ebay can cost ~\$100.
I used KVM Switches in the past before VMs got popular.

Yeah, well, got 4-PC / 3-USB switch.. Works great with normal PCs (Windows/Linux). Then got M2 mac mini. Of course the switch does not work with Mac... (But what did I expect, my apple experience was always crappy...)
