Subject: Mac OS X porting
Posted by aldeacity on Wed, 10 Feb 2010 09:22:02 GMT
View Forum Message <> Reply to Message

Good Mornig!

Hello, again. First of all, sorry for my absence during enough time. It has had enough familiar problems and I have barely been able to to take up again the occupation some months ago.

Now, I can see good way U++ goes and in my proffessional job is very important Mac software development besides Windows software development.

This topic is to know about porting U++ to Mac in Intel platform with last OS X versions. I don't know if anyone is working on it. If so, I'd like, if it's possible, to help them. If it's not so, maybe a good idea to start it. In this case I'd like to know which is first step and I offer me to collaborate as far as possible.

Thanks a lot and a pleasure for being again onboard.
Regards.
Juan.

Subject: Re: Mac OS X porting
Posted by Reini on Wed, 10 Feb 2010 10:50:58 GMT
View Forum Message <> Reply to Message

Hello Juan,

I am a bit beginning to work on it.

So the first step was to try the latest sources to compile on OSX.
This resulted as expected in certain errors.

I reported already the first one to Mirek and he has to fix it.
The first error was in the Web Package that there is no Compiler Check for Apple
(#ifdef(__APPLE__) and for that it stops on this stage.

At first which Mac do you have and which Version of OSX ?
I have a Mac Mini and the latest OSX 10.6.2.

So we can synchronize a bit if you want but at the moment we will work more in the direction of a separate branch since we won't get an SVN Access at the moment.

Greetz Reini

Subject: Re: Mac OS X porting

Posted by aldeacity on Wed, 10 Feb 2010 11:16:47 GMT
View Forum Message <> Reply to Message

Hello Greetz,

nice to see you've started job. My Mac is a MacBook 13'' with latest OSX 10.6.2 too. I use to code in QT on it. I develop software mainly for Win and then it's ported to some Macs machines.

I think as you that for now we have to work more in the direction of a separate branch until getting a SVN Access. This evening I'll get source into my Mac. I'll see how it try to compile for first time.

Do you think this would be a good start?

Juan.

---

Subject: Re: Mac OS X porting
Posted by Reini on Wed, 10 Feb 2010 18:39:47 GMT
View Forum Message <> Reply to Message

Hello Juan,

Here I get this errors,

```
c++ -c -O3 -ffunction-sections -fdata-sections  -x c++  -I./ -I/usr/include/freetype2
-I/usr/include/gtk-2.0 -I/usr/include/glib-2.0 -I/usr/lib/glib-2.0/include -I/usr/lib/gtk-2.0/include
-I/usr/include/cairo -I/usr/include/pango-1.0 -I/usr/include/atk-1.0 -I/usr/X11R6/include
-I/usr/X11R6/include/freetype2 -I/usr/X11R6/include/gtk-2.0 -I/usr/X11R6/include/glib-2.0
-I/usr/X11R6/lib/glib-2.0/include -I/usr/X11R6/lib/gtk-2.0/include -I/usr/X11R6/include/cairo
-I/usr/X11R6/include/pango-1.0 -I/usr/X11R6/include/atk-1.0 -DflagGUI -DflagGCC
-DflagSHARED -DflagLINUX -DflagPOSIX -DflagMAIN  ide/SelectPkg.cpp -o
_out/ide/GCCMK-Gcc-Gui-Linux-Main-Posix-Shared/SelectPkg.o
In file included from ./Web/Web.h:39,
                 from ./ide/Core/Core.h:5,
                 from ./ide/Common/Common.h:4,
                 from ide/ide.h:4,
                 from ide/SelectPkg.cpp:1:
./Web/socket.h:135:2: error: #error Unsupported platform
In file included from ./Core/Core.h:226,
                 from ./Esc/Esc.h:4,
                 from ./ide/Core/Core.h:4,
                 from ./ide/Common/Common.h:4,
                 from ide/ide.h:4,
                 from ide/SelectPkg.cpp:1:
```

So I tried to introduce like Mirek proposed a new define in Core/config.h line 34

elif __APPLE__
 #define PLATFORM_MAC 1

But this will be only the half truth since then the compiler looks in socket.h for PLATFORM_POSIX anyway.

I don't want to break here compatibility and would like to ask Mirek or anyone else who knows it better for help !

Thanks

---