
Subject: mac uppcocoa ide preview pre-beta download
Posted by [fudadmin](#) on Wed, 21 Mar 2012 13:06:18 GMT
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uppcocoa ide for mac preview pre-beta :

<[a href="http://code.google.com/p/upp-mac/downloads/list" target="_blank">download is here](http://code.google.com/p/upp-mac/downloads/list)

Notes:

1. start with Terminal!
2. keyboard most likely will not work in this version
3. mouse more or less ok but popups close if they had focus before.

Subject: Re: mac uppcocoa ide preview pre-beta download
Posted by [Sc0rch](#) on Mon, 18 Jun 2012 14:18:59 GMT
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fudadmin wrote on Wed, 21 March 2012 19:06uppcocoa ide for mac preview pre-beta :

<[a href="http://code.google.com/p/upp-mac/downloads/list" target="_blank">download is here](http://code.google.com/p/upp-mac/downloads/list)

Notes:

1. start with Terminal!
2. keyboard most likely will not work in this version
3. mouse more or less ok but popups close if they had focus before.

Sorry, i'm newbie user in mac os development, can you tell please, what must be installed before running ide from terminal?

My mac os ask me for the freetype libs, where i can get them?

dyld: Library not loaded: /opt/X11/lib/libfreetype.6.dylib

Referenced from: /Users/sc0rch/Downloads/.ide

Reason: image not found

Trace/BPT trap: 5

And what is the current status of mac os port?

Thank you!

Anton

Subject: Re: mac uppcocoa ide preview pre-beta download
Posted by [victor](#) on Sat, 01 Dec 2012 19:17:50 GMT
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Awesome!

Where to get compatible UPP src for that IDE ? Will I be able to make and compile programs for MacOSx or not yet ?

Great job anyways !

w

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [mirek](#) on Mon, 03 Dec 2012 12:53:10 GMT

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It is still in progress.

Fudadmin's sources are now parked here:

<http://www.ultimatepp.org/redmine/projects/upp/repository/show/sandbox/uppcocoa>

awaiting further progress.

ETA Q1/2013. Depends on whether SDL/Android gets priority.

Mirek

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [victor](#) on Mon, 03 Dec 2012 13:11:33 GMT

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Thanks!

<http://www.ultimatepp.org/redmine/projects/upp/repository/show/sandbox/uppcocoa>

How to download/get the code ? Sorry if I'm missing something obvious here.

Is there xcode project for this ?

Well, Android port would be great too

w

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [jerry](#) on Thu, 06 Dec 2012 10:18:42 GMT

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maybe download:

svn checkout <http://upp-mirror.googlecode.com/svn/sandbox/uppcocoa>

HTH

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [victor](#) on Sat, 08 Dec 2012 18:06:38 GMT

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Thanks! Got the code but wasn't able to compile provided sample using downloaded compiled UPP IDE for Mac.

For what it's worth - I'm trying to compile the UPP Core as the static lib with MonoDevelop on MacOSx - really nice IDE. Too many errors for now - not sure how to set proper flags/options for

g++ and osx.

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [victor](#) on Sun, 09 Dec 2012 15:43:34 GMT

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Seems Clang is a way to go - that's what Chrome is doing on osx.

Getting UPP really working is a hard task in my opinion - would be awesome if done someday.

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [nneilson](#) on Sun, 09 Dec 2012 18:09:14 GMT

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victor wrote on Sun, 09 December 2012 07:43 Getting UPP really working is a hard task in my opinion -

You must mean it's hard on Mac as Win and Linux versions work great.

The problem may be with Mac as they were slow updating to the latest java versions also.

How old is your Mac OS version, I think there is a version more compatible with Win. Just a guess as I don't nor do I intend to use Mac in the near future.

They do make things that look cute for \$\$\$\$\$\$.

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [victor](#) on Sun, 09 Dec 2012 18:41:05 GMT

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Yes sure I mean Mac.

i'm pretty new to Mac so my OS is the newest one

Well, as far as I know MS Windows is not free

One of the main problem with UPP on Mac is "connecting" Objective-C with C++.

Compiling non-GUI UPP code on Mac is not easy, too. Would love to be wrong.

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [nneilson](#) on Sun, 09 Dec 2012 22:32:05 GMT

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"connecting" Objective-C with C++ is something I have not had a need for so no idea how that is done.

It takes a bit of time to get familiar with U++ just like most.

Mac is fine it is just the cost comparison

An extra \$100 or \$200 for a smaller unit just to get extra memory and they don't have a micro sd card slot.

You are new so welcome to the forum.

The help on this forum is great, you will catch on.

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [victor](#) on Sun, 09 Dec 2012 23:59:14 GMT

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Hi Neil,

First of all thank you for your friendly feedback.

But looks like a misunderstanding - I'm familiar with UPP, on Win and Linux. Love it and use it.

Unfortunately *there is no* working UPP Mac port yet. See other posts in this thread.

Thanks, anyways.

v

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [jerry](#) on Mon, 10 Dec 2012 02:20:01 GMT

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maybe it's not so difficult to build it.

I use GYP compile the code. GYP is a tool generate vs/xcode/makefile tools by google.

download & place upp.gyp,system.gyp in build/

tree .

then:

sudo pip install gyp

cd build

gyp --depth=. upp.gyp -fmake

make

maybe should install fontconfig and freetype2 via port in OS X.
port install freetype2
port install fontconfig

and create xcodeproj via
gyp --depth=. upp.gyp -fxcode

ps: This is not the official build way.

HTH

Subject: Re: mac uppcocoa ide preview pre-beta download
Posted by [victor](#) on Mon, 10 Dec 2012 04:27:00 GMT
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Sounds interesting and promising! Thanks for the help and the code !
Will try and report.

Subject: Re: mac uppcocoa ide preview pre-beta download
Posted by [victor](#) on Tue, 26 Feb 2013 03:10:28 GMT
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Just tried and got tons of errors with make and xcode project created with gyps you provided:

```
In file included from ../uppsrc/Core/App.cpp:1:
In file included from ../uppsrc/Core/Core.h:199:
../uppsrc/Core/Defs.h:253:45: error: use of undeclared identifier 'isnan'; did
      you mean 'std::isnan'?
inline bool IsNaN(double d)      { return isnan(d); } /*{ return ...
                                ^~~~~~
                                std::isnan
/usr/include/c++/4.2.1/cmath:550:5: note: 'std::isnan' declared here
  isnan(_Tp __f) { return ::__gnu_cxx::__capture_isnan(__f); }
  ^
In file included from ../uppsrc/Core/App.cpp:1:
In file included from ../uppsrc/Core/Core.h:226:
../uppsrc/Core/String.h:2:10: fatal error: 'Core.h' file not found
#include <Core.h>
```

Even more errors after adding dirs to upp.gyp 'include_dirs'.
i was traveling and had no time to try it till now.

best,
v

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [tojocky](#) on Wed, 11 Mar 2015 06:09:23 GMT

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Any progress on this?

I switched to OSX and would be delighted to use Ultimate++ on it.

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [unodgs](#) on Wed, 11 Mar 2015 07:14:54 GMT

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I switched to OSX too and so far I use upp on virtualbox/ubuntu. But native version would be much better.

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [mirek](#) on Wed, 11 Mar 2015 12:38:05 GMT

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I am now working on improving Assist (adding correct handling of macros).

After that, I suppose osx will be the next thing.

Mirek

Subject: Re: mac uppcocoa ide preview pre-beta download

Posted by [tojocky](#) on Wed, 11 Mar 2015 22:58:48 GMT

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mirek wrote on Wed, 11 March 2015 14:38 I am now working on improving Assist (adding correct handling of macros).

After that, I suppose osx will be the next thing.

Mirek

Great,

Is anything we could help?
