Subject: Quick way to build a console app on mac
Posted by mdelfede on Sun, 22 Jan 2017 21:55:30 GMT
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Hi all,

I'm wondering if there's a "quick" way to build a command line app on mac using Upp.
No need for gui, just core (and networking).
I'm too used to upp to learn another toolkit just to build a couple of command-line apps on Mac...

Subject: Re: Quick way to build a console app on mac
Posted by amrein on Mon, 23 Jan 2017 00:58:00 GMT
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make
make install

then use umk: http://www.ultimatepp.org/appideumk$en-us.html

Subject: Re: Quick way to build a console app on mac
Posted by mdelfede on Mon, 23 Jan 2017 07:45:14 GMT
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amrein wrote on Mon, 23 January 2017 01:58make
make install

make what ? upp ? on mac ?

Subject: Re: Quick way to build a console app on mac
Posted by Klugier on Mon, 23 Jan 2017 08:43:45 GMT
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Hello,

I believe you should try to build UMK first. Then even if TheIDE doesn't work, you will have access to all low level stuff. It shouldn't be so hard and probably you will need some patches to Core.

As Amrein said - try to you use make command - it should initialize building UMK. Just use following commands in your terminal:

cd upp

make

Do we have separate command to build only UMK like "make umk"?

Sincerely,
Klugier

Subject: Re: Quick way to build a console app on mac
Posted by amrein on Mon, 23 Jan 2017 08:44:00 GMT
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I have no experience of U++ building on Mac.

Mac OS is POSIX (sort of, based on BSD and March kernel) so I guess that the standard 'make', 'make install' procedure will work if you have bash, gtk+2.0, g++ (>4.9) or clang++ and pkgconfig installed.

Subject: Re: Quick way to build a console app on mac
Posted by amrein on Mon, 23 Jan 2017 10:00:48 GMT
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The Makefile in today snapshot (2017-01-23) only build both.
I added ide and umk targets to Makefile and domake in svn. Tomorrow snapshot should be ok with:

make ide
make umk

Subject: Re: Quick way to build a console app on mac
Posted by mdelfede on Wed, 25 Jan 2017 14:50:46 GMT
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Thank you, Amrein, I'll test it in few days!
