
Subject: TheIDE on MAC OSX Sierra - X11
Posted by [mdelfede](#) on Sat, 28 Jan 2017 20:53:48 GMT
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Hi,

I managed to run theide on Mac OsX Sierra, in X11 mode, and compile and run a gui application (always in X11 mode).

Just some small problems with the makefile, which I patched manually, because of wrong placement of X11 and freetype files on MAC.

For reference, you need these path for include files :

```
/opt/X11/include  
/opt/X11/include/freetype2
```

and for the library :

```
/opt/X11/lib
```

As builder I've chosen CLANG, don't forget to select "shared libs" options (-static is not supported on MAC) and to add above paths also in include and libs tabs.

Here a picture of Puzzle example running on top of theide :

Ciao

Max

Edit : I followed points 1..4 from

http://www.ultimatepp.org/forums/index.php?t=msg&th=9339 &goto=44897&#msg_44897

but using latest tarball and snv source tree for upp folder.

The only small difficulties are the makefiles patches (just insert include and libs near the already existing X11 ones...),

a small patch to core/TimeDate.cpp (just insert an #include <time.h> on top) and the manual filling of builder.

File Attachments

1) [puzzlemac.png](#), downloaded 1227 times

File Macchina Visualizza Inserimento Dispositivi Aiuto

XQuartz Applicazioni Composizione Finestra Aiuto

Puzzle - GUI NOGTK - TheIDE - [/Users/massimo/upp/uppsrc/Co

File Edit Project Build Debug Assist Setup Help

GUI NOGTK

clang Debug

Puzzle

Core

CtrlCore

CtrlLib

Draw

PdfDraw

RichText

plugin/bmp

plugin/png

plugin/z

<prj-aux>

<ide-aux>

<temp-aux>

<meta>

LocalProcess.h

LocalProcess.cpp

Containers

Topt.h

Range.h

Algo.h

CoAlgo.h

Sorted.h

Sort.h

CoSort.h

Obsolete.h

Vcont.h

BiCont.h

Vcont.hpp

Vcont.cpp

Index.h

Map.h

FixedMap.h

Map.hpp

Hash.cpp

InVector.h

InVector.hpp

InMap.hpp

Tuple.h

Other.h

Function

Function.h

CallbackNP.i

CallbackN.i

CallbackR.i

Callback.h

Concretes

TimeDate.h

TimeDate.cpp

Puzzle.cpp

config.h

TimeDate.cpp

#include "Core.h"

#include <time.h>

namespace Upp {

```
static int s_month[] = {
    31, 28, 31, 30, 31, 30, 31, 31, 30,
};
```

```
static int s_month_off[] = {
    0, 31, 59, 90, 120, 151,
    181, 212, 243, 273, 304, 334
};
```

bool IsLeapYear(int year)

```
{
    return ((year % 4 == 0 && year % 100
```

void Date::Serialize(Stream& s)

```
{
    s % day % month % year;
```

```
int GetDaysOfMonth(int m, int y) {
    ASSERT(m >= 1 && m <= 12);
    return s_month[m - 1] + (m == 2) * I
```

```
bool Date::IsValid() const {
    return year == -32768 || month >= 1
}
```

String DayName(int i, int lang)

```
{
    static const char *day[] = {
        tt_ ("date\vSunday"), tt_ ("date\v
        tt_ ("date\vWednesday"), tt_ ("dat
```

Subject: Re: TheIDE on MAC OSX Sierra - X11
Posted by [amrein](#) on Sat, 28 Jan 2017 22:51:22 GMT
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Hi

We are trying to improve this.

Do you have pkg-config installed? If so, make should find X11 includes out of the box. Without pkg-config, it will search X11 libraries in a few locations (mainly Linux default locations) and make will warn you that build will certainly fail. Same thing for libraries locations.

Did you use the last X11/POSIX snapshot from here
[http://www.ultimatepp.org/www\\$suppweb\\$nightly\\$en-us.html](http://www.ultimatepp.org/www$suppweb$nightly$en-us.html) or did you get U++ from another source?

Subject: Re: TheIDE on MAC OSX Sierra - X11
Posted by [mdelfede](#) on Sat, 28 Jan 2017 22:55:24 GMT
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Yep, pkg-config is installed, but the folders were not detected... I don't know why.
And yep, I used the latest posix tarball from your link.

Subject: Re: TheIDE on MAC OSX Sierra - X11
Posted by [amrein](#) on Sat, 28 Jan 2017 23:56:30 GMT
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If 'pkg-config --variable=pcfiledir x11' doesn't give you x11.pc location or if x11.pc content is wrong than this explains why it didn't find x11 includes and libraries automatically.

Subject: Re: TheIDE on MAC OSX Sierra - X11
Posted by [mdelfede](#) on Sun, 29 Jan 2017 02:11:26 GMT
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Anyways, now it works here.
It was a bit cumbersome to add framework libraries, but my test app works, and it needed no changes, besides my bazaar serial port library that now supports OSX too:

File Attachments

1) [FishFlashMac2.png](#), downloaded 1141 times

Mode && (LOCALSWITCH)

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Local

psrc/
LANG
psrc/
OGTK
psrc/
SUI NO
io/App
NOGTR
zaar/
[NOGT
zaar/
TK CLA
psrc/
OGTK
psrc/
OGTK CLANG DEBUG SHARED DEBUG FULL POSIX BSD OSX11) (18 / 22)
psrc/plugin/jpg

Aggiornamento Flash Fishino - Versione 4.0.0

Porta: /dev/cu.usbserial-A90FN1XX

Cerca Fishino

Tipologia scheda :
Numero di serie :
Versione firmware ins
Versioni firmware disp

Caricamento firmware completato

Flash

FishinoFlasher

Caricamento firmware completato

OK