
Subject: Rendering is different in native and cross-compiled apps

Posted by [Novo](#) on Wed, 02 Apr 2025 17:42:26 GMT

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MacOS 10.15. Cross-compiled against SDK 10.15 on Linux.

Example of rendering:

Example of rendering in app compiled on MacOS:

```
COMMON_FLAGS = "POSIX BSD OSX";
```

A compiler declares itself as

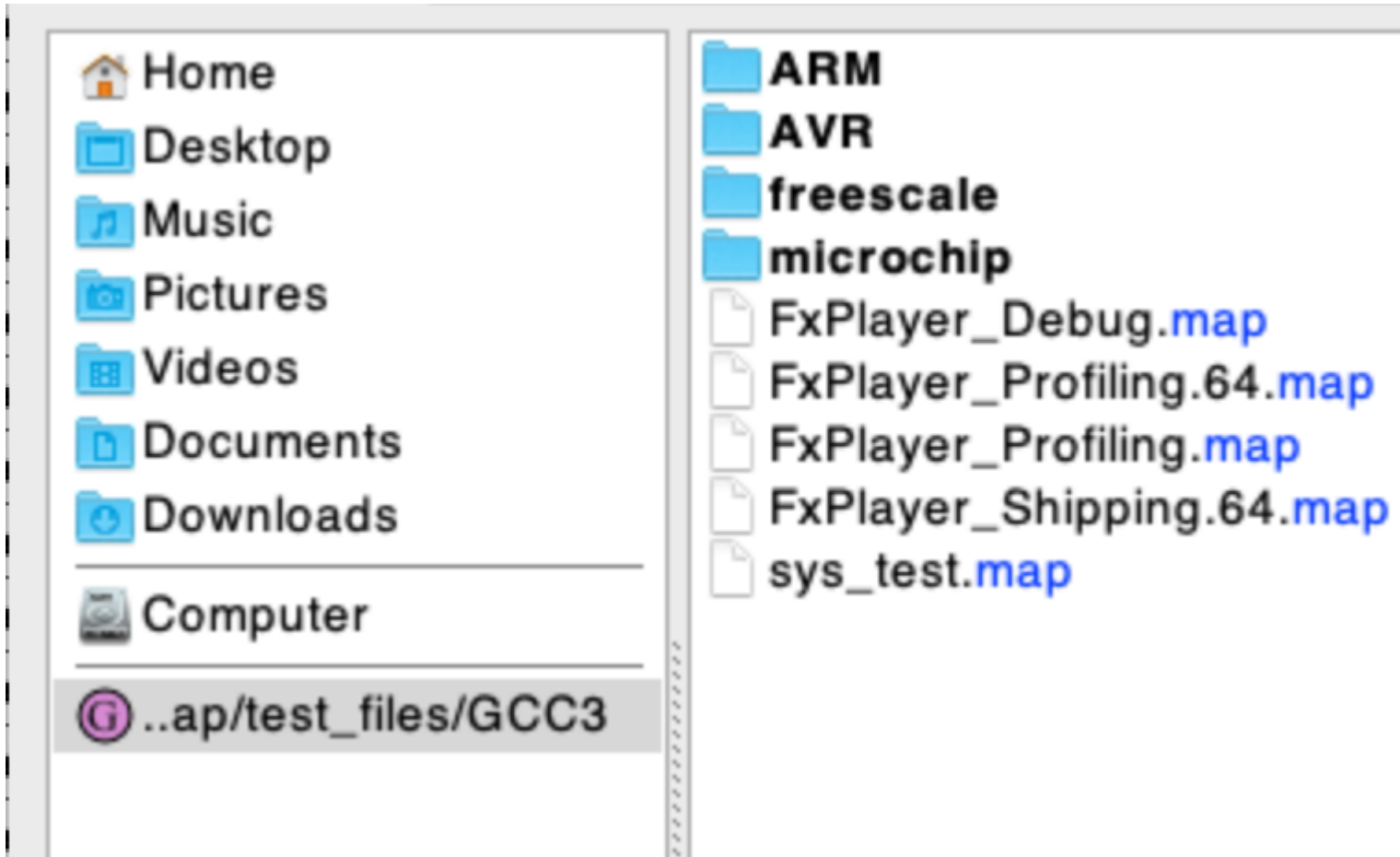
```
Compiler: GCC Ubuntu Clang 19.1.1 (1ubuntu1) (64 bit) (C++17)
```

Is it possible to fix that?

TIA

File Attachments

1) [Screen Shot 2025-04-02 at 12.03.33 PM.png](#), downloaded 315 times



2) [Screen Shot 2025-04-02 at 12.19.52 PM.png](#), downloaded 325 times

