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";

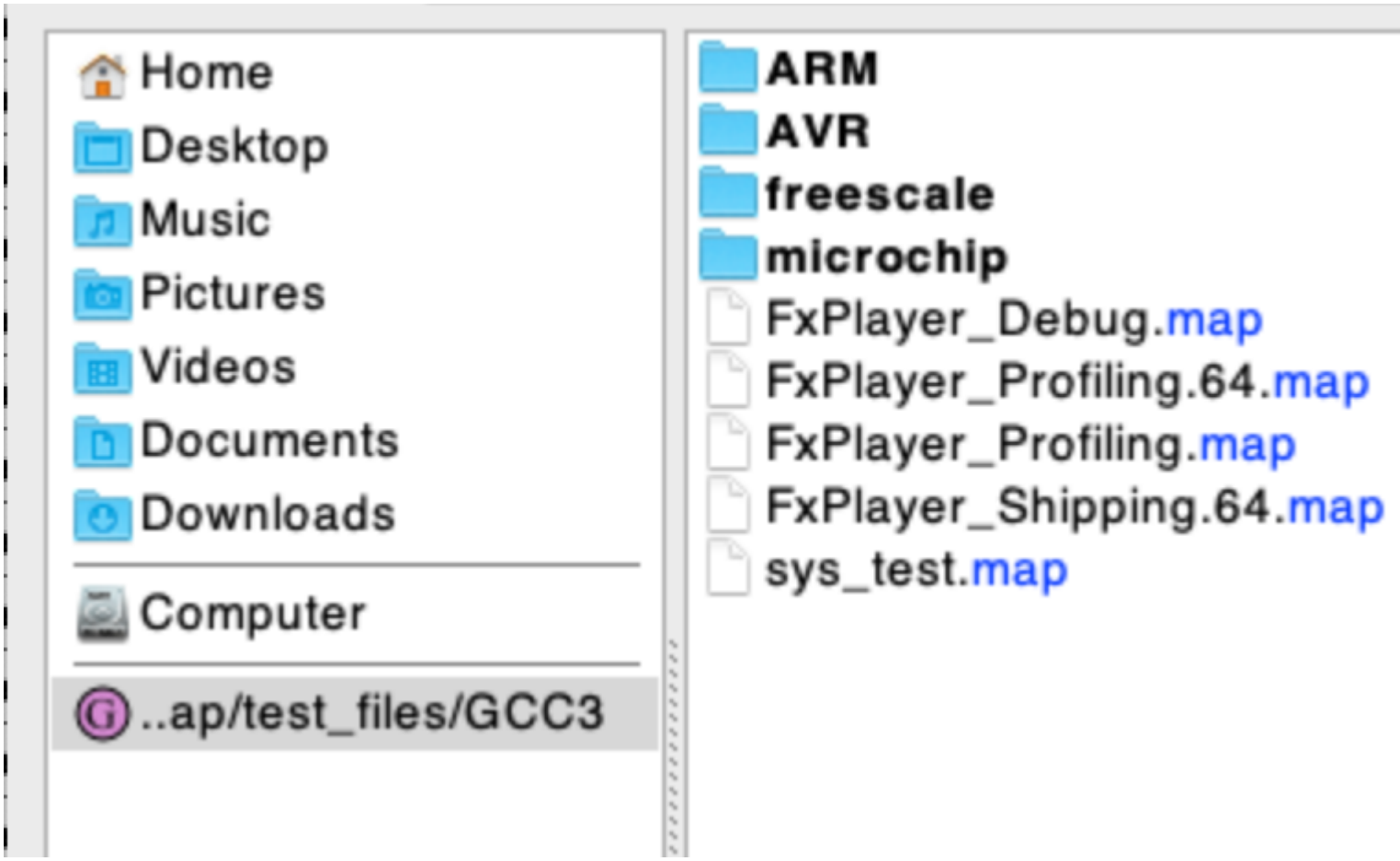
A compiler declares itself as
Compiler: GCC Ubuntu Clang 19.1.1 (1ubuntu1) (64 bit) (C++17)

Is it possible to fix that?

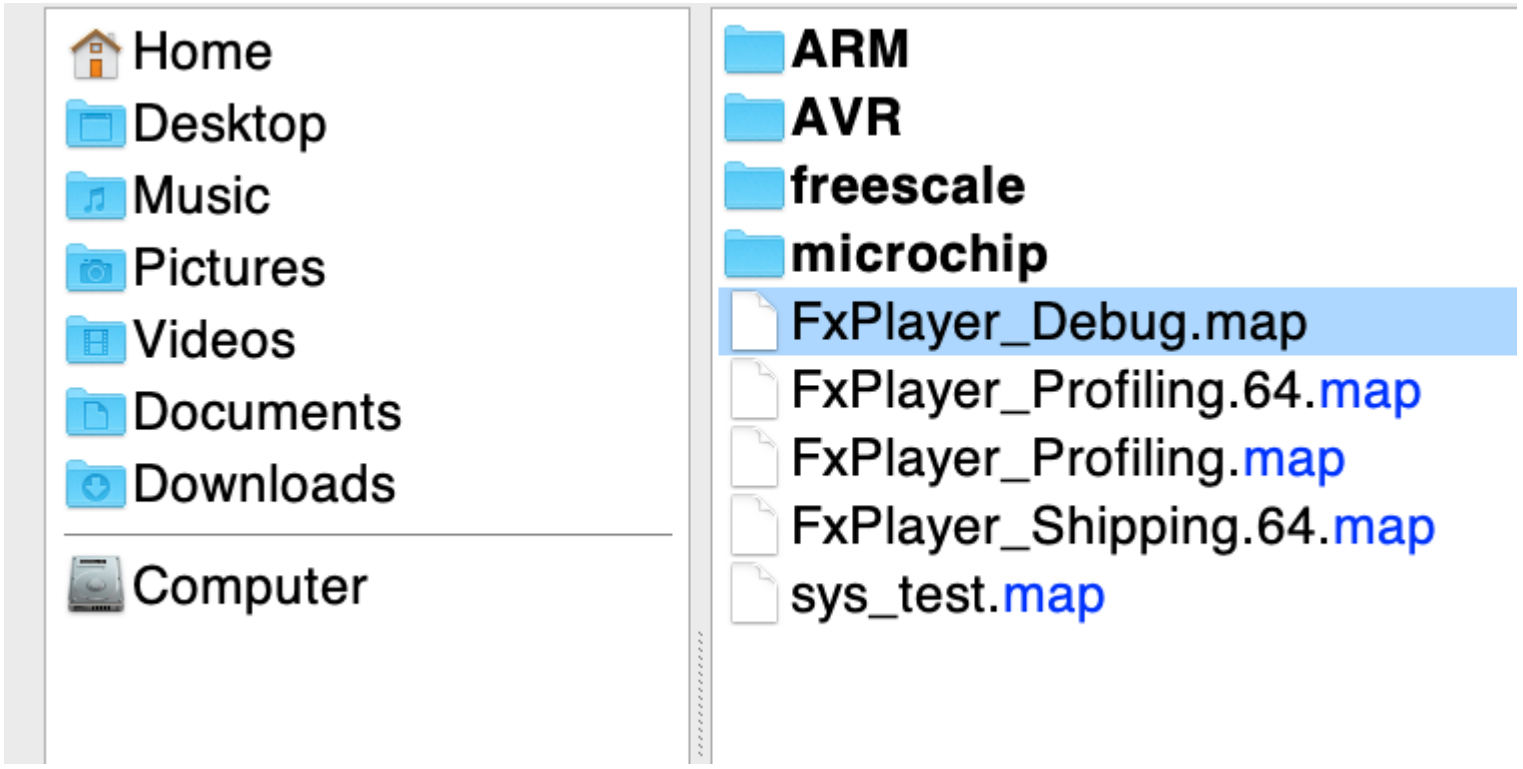
TIA

File Attachments

1) Screen Shot 2025-04-02 at 12.03.33 PM.png, downloaded 599 times



2) Screen Shot 2025-04-02 at 12.19.52 PM.png, downloaded 585 times



Subject: Re: Rendering is different in native and cross-compiled apps
Posted by mirek on Wed, 02 Apr 2025 20:39:23 GMT
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Relevant code CtrlCore/CocoApp.mm:98

I think there must be a problem with toolchain somehow...

Subject: Re: Rendering is different in native and cross-compiled apps
Posted by Novo on Fri, 04 Apr 2025 19:49:33 GMT
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I've submitted a pull request which fixes cross-compilation for MacOS using osxcross.
It is supposed that a build method will use a compiler called
x86_64-apple-darwin19-clang++-libc++ (or similar).
o64-XXX compiler names are not supported.
Building of GUI apps depends on a tool called icnsutil which replaces the Darwin iconutil.
(Debian/Ubuntu package icnsutils)
It was currently tested only with the flag OSX.

Subject: Re: Rendering is different in native and cross-compiled apps
Posted by Novo on Sun, 13 Apr 2025 16:03:42 GMT
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Could you please merge this pull request?
It just enables MacOS-related code on all platforms and fixes name of a librarian. This is it. It won't break anything.
It is not very convenient to use a custom-built umk ...

TIA