
Subject: Compile X11 Source Package

Posted by [Reini](#) on Wed, 17 Feb 2010 17:44:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Mirek and others

I posted this already but hopefully it gets now more attention.

I am trying to compile the latest Source Package 2087 in OSX and get the following errors.

```
++ -c -O3 -ffunction-sections -fdata-sections -x c++ -I./ -I/usr/include/freetype2
-I/usr/include/gtk-2.0 -I/usr/include/glib-2.0 -I/usr/lib/glib-2.0/include -I/usr/lib/gtk-2.0/include
-I/usr/include/cairo -I/usr/include/pango-1.0 -I/usr/include/atk-1.0 -I/usr/X11R6/include
-I/usr/X11R6/include/freetype2 -I/usr/X11R6/include/gtk-2.0 -I/usr/X11R6/include/glib-2.0
-I/usr/X11R6/lib/glib-2.0/include -I/usr/X11R6/lib/gtk-2.0/include -I/usr/X11R6/include/cairo
-I/usr/X11R6/include/pango-1.0 -I/usr/X11R6/include/atk-1.0 -DflagGUI -DflagGCC
-DflagSHARED -DflagLINUX -DflagPOSIX -DflagMAIN ide/SelectPkg.cpp -o
_out/ide/GCCMK-Gcc-Gui-Linux-Main-Posix-Shared/SelectPkg.o
In file included from ./ide/Core/Core.h:5,
      from ./ide/Common/Common.h:4,
      from ide/ide.h:4,
      from ide/SelectPkg.cpp:1:
./Web/Web.h:30:2: error: #error Unsupported platform
In file included from ./Web/Web.h:38,
      from ./ide/Core/Core.h:5,
      from ./ide/Common/Common.h:4,
      from ide/ide.h:4,
      from ide/SelectPkg.cpp:1:
./Web/socket.h:139:2: error: #error Unsupported platform
In file included from ./Core/Core.h:226,
      from ./Esc/Esc.h:4,
      from ./ide/Core/Core.h:4,
      from ./ide/Common/Common.h:4,
      from ide/ide.h:4,
      from ide/SelectPkg.cpp:1:
```

I tried already to fix this in the Core/config.h file but did not work the way I wanted. So I will attach the file and hopefully Mirek or someone else can help out.

Here I have submitted also two links where the exact informations are located.

<http://stackoverflow.com/questions/1529031/what-c-preprocess-or-conditional-should-i-use-for-os-x-specific-code/1529074>

<http://predef.sourceforge.net/preos.html#sec19>

For sure in the Web.h there has to be done also a modification where I didn't want to add some

extra code unless I know exactly what would be the preferred way to do it.

Greetings Reini

File Attachments

1) [config.h](#), downloaded 672 times

Subject: Re: Compile X11 Source Package

Posted by [andrei_natanael](#) on Wed, 17 Feb 2010 19:11:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would start compiling Core first and after that i would add other packages to compilation. If you do your fixes progressively would be more simple.

Try this in config.h, starting with line 10:

```
#if __unix || __unix__ || __APPLE__
#define PLATFORM_POSIX 1

#ifdef flagGUI
#define PLATFORM_X11 1
#endif

#if __linux
#define PLATFORM_LINUX 1
#else
#if __FreeBSD__ || __OpenBSD__ || __NetBSD__
#define PLATFORM_BSD 1
#if __FreeBSD__
#define PLATFORM_FREEBSD 1
#endif
#if __OpenBSD__
#define PLATFORM_OPENBSD 1
#endif
#if __NetBSD__
#define PLATFORM_NETBSD 1
#endif
#elif __sun
#define PLATFORM_SOLARIS 1
#elif __APPLE__
#define PLATFORM_MACOS 1
#else
#error Unknown OS
#endif
#endif
#endif
```

I've considered MacOS as a posix platform. It should solve problems with Web package or maybe not, i don't have a mac so i can't test.

Andrei

P.S: Please add some new lines to quoted errors in your previous post, it make easier for others to find "Submit Reply" button without scrolling too much.

Subject: Re: Compile X11 Source Package
Posted by [Reini](#) on Wed, 24 Feb 2010 12:06:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Andrei,

Sorry for the delayed answer I was busy last days.

I still get an error.

```
In file included from ./Core/Core.h:37,
                 from ./Esc/Esc.h:4,
                 from ./ide/Core/Core.h:4,
                 from ./ide/Common/Common.h:4,
                 from ide/ide.h:4,
                 from ide/SelectPkg.cpp:1:
./Core/config.h:34:6: error: #error Unknown OS
make: *** [_out/ide/GCCMK-Gcc-Gui-Linux-Main-Posix-Shared/SelectPkg.o] Error 1
cp: uppsrc/ide.out: No such file or directory
```

I hope to find a solution soon.

Subject: Re: Compile X11 Source Package
Posted by [masu](#) on Wed, 24 Feb 2010 12:32:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Reini,

what is the output of
echo | gcc -E -dM -?

Matthias

Subject: Re: Compile X11 Source Package
Posted by [Reini](#) on Wed, 24 Feb 2010 13:15:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Mathias,

I made it a step further and patched the config.h File.
There was a misplaced else section in there.

```
#if __unix || __unix__ || __APPLE__
    #define PLATFORM_POSIX 1

    #ifndef flagGUI
        #define PLATFORM_X11 1
    #endif

    #if __linux
        #define PLATFORM_LINUX 1
    #else
        #if __FreeBSD__ || __OpenBSD__ || __NetBSD__
            #define PLATFORM_BSD 1
            #if __FreeBSD__
                #define PLATFORM_FREEBSD 1
            #endif
            #if __OpenBSD__
                #define PLATFORM_OPENBSD 1
            #endif
            #if __NetBSD__
                #define PLATFORM_NETBSD 1
            #endif
        #elif __sun
            #define PLATFORM_SOLARIS 1
        #endif
    #endif
#else
    #error Unknown OS
#endif
```

The next error is that libnotify and glibc are missing. I try to get further on that one.

Here is the output of the Defines. Wow nice compiler switch

```
#define __DBL_MIN_EXP__ (-1021)
#define __FLT_MIN__ 1.17549435e-38F
#define __DEC64_DEN__ 0.000000000000001E-383DD
#define __CHAR_BIT__ 8
```

```
#define __WCHAR_MAX__ 2147483647
#define __DBL_DENORM_MIN__ 4.9406564584124654e-324
#define __FLT_EVAL_METHOD__ 0
#define __DBL_MIN_10_EXP__ (-307)
#define __FINITE_MATH_ONLY__ 0
#define __DEC64_MAX_EXP__ 384
#define __SHRT_MAX__ 32767
#define __LDBL_MAX__ 1.18973149535723176502e+4932L
#define __APPLE_CC__ 5646
#define __UINTMAX_TYPE__ long unsigned int
#define __DEC32_EPSILON__ 1E-6DF
#define __block__ attribute__((__blocks__(byref)))
#define __SCHAR_MAX__ 127
#define __USER_LABEL_PREFIX__ _
#define __STDC_HOSTED__ 1
#define __DEC64_MIN_EXP__ (-383)
#define __DBL_DIG__ 15
#define __FLT_EPSILON__ 1.19209290e-7F
#define __LDBL_MIN__ 3.36210314311209350626e-4932L
#define __DEC32_MAX__ 9.999999E96DF
#define __strong
#define __APPLE__ 1
#define __DECIMAL_DIG__ 21
#define __LDBL_HAS_QUIET_NAN__ 1
#define __DYNAMIC__ 1
#define __GNUC__ 4
#define __MMX__ 1
#define __FLT_HAS_DENORM__ 1
#define __DBL_MAX__ 1.7976931348623157e+308
#define __DBL_HAS_INFINITY__ 1
#define __DEC32_MIN_EXP__ (-95)
#define OBJC_NEW_PROPERTIES 1
#define __LDBL_HAS_DENORM__ 1
#define __DEC32_MIN__ 1E-95DF
#define __weak__ attribute__((objc_gc(weak)))
#define __DBL_MAX_EXP__ 1024
#define __DEC128_EPSILON__ 1E-33DL
#define __SSE2_MATH__ 1
#define __amd64 1
#define __tune_core2__ 1
#define __LONG_LONG_MAX__ 9223372036854775807LL
#define __GXX_ABI_VERSION 1002
#define __FLT_MIN_EXP__ (-125)
#define __x86_64 1
#define __DBL_MIN__ 2.2250738585072014e-308
#define __LP64__ 1
#define __DBL_HAS_QUIET_NAN__ 1
#define __DEC128_MIN__ 1E-6143DL
```



```
#define _LP64 1
#define __GNUC_PATCHLEVEL__ 1
#define __LDBL_HAS_INFINITY__ 1
#define __INTMAX_MAX__ 9223372036854775807L
#define __FLT_DENORM_MIN__ 1.40129846e-45F
#define __PIC__ 2
#define __FLT_MAX__ 3.40282347e+38F
#define __SSE2__ 1
#define __FLT_MIN_10_EXP__ (-37)
#define __INTMAX_TYPE__ long int
#define __DEC128_MAX_EXP__ 6144
#define __GNUC_MINOR__ 2
#define __DBL_MAX_10_EXP__ 308
#define __LDBL_DENORM_MIN__ 3.64519953188247460253e-4951L
#define __STDC__ 1
#define __PTRDIFF_TYPE__ long int
#define __DEC128_MANT_DIG__ 34
#define __LDBL_MIN_10_EXP__ (-4931)
#define __GNUC_GNU_INLINE__ 1
#define __SSE3__ 1
```

Thanks for now !

Subject: Re: Compile X11 Source Package
Posted by [andrei_natanael](#) on Wed, 24 Feb 2010 14:36:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reini wrote on Wed, 24 February 2010 15:15
The next error is that libnotify and glibc are missing. I try to get further on that one.

Try compiling with flagNOGTK and get rid of complains about missing gtk+ related libs and libnotify.

Subject: Re: Compile X11 Source Package
Posted by [Reini](#) on Wed, 24 Feb 2010 17:19:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Andrei,

I tried this way:

```
#if __unix || __unix__ || __APPLE__
    #define PLATFORM_POSIX 1
```

```
#undef flagGUI

#ifdef flagGUI
// #define PLATFORM_X11 1
#endif
```

This was then the result.

In file included from ./CtrlCore/CtrlCore.h:6,
from ./CtrlLib/CtrlLib.h:4,
from ./ide/Common/Common.h:5,
from ide/ide.h:4,
from ide/SelectPkg.cpp:1:

In file included from ./CtrlCore/CtrlCore.h:28,
from ./CtrlLib/CtrlLib.h:4,
from ./ide/Common/Common.h:5,
from ide/ide.h:4,
from ide/SelectPkg.cpp:1:

The preferable way won't be to go without GTK. There are then several errors with all the keys.

Subject: Re: Compile X11 Source Package
Posted by [andrei_natanael](#) on Wed, 24 Feb 2010 18:09:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

L.E.: Seems config.h got fixed.
(Irrelevant post removed)

Subject: Re: Compile X11 Source Package
Posted by [Reini](#) on Sat, 06 Mar 2010 14:23:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello everybody,

Today I got the time to check again if I get a step further in compiling UPP on the Mac.

Meanwhile I installed with the macports all corresponding libs. (libnotify, gtk, freetype2 and all other dependencies.)

So here are the next errors

```
In file included from /opt/local/include/glib-2.0/glib/galloca.h:34,  
                 from /opt/local/include/glib-2.0/glib.h:32,  
                 from CtrlLib/TrayIconX11.cpp:8:  
/opt/local/include/glib-2.0/glib/gtypes.h:34:24: error: glibconfig.h: No such file or directory  
/opt/local/include/glib-2.0/glib/gtypes.h:410:2: error: #error unknown ENDIAN type  
In file included from /opt/local/include/libnotify/notify.h:27,  
                 from CtrlLib/TrayIconX11.cpp:9:  
/opt/local/include/libnotify/notification.h:27:21: error: gtk/gtk.h: No such file or directory  
/opt/local/include/libnotify/notification.h:91:22: error: missing binary operator before token "("  
/opt/local/include/libnotify/notification.h:105:22: error: missing binary operator before token "("
```

I tried to set the search paths for GCC with the appropriate directories.

```
CPLUS_INCLUDE_PATH=/opt/local/include:/opt/local/include/glib-2.0:/opt/local/include/glib-2.0/in  
clude  
C_INCLUDE_PATH=/opt/local/include:/opt/local/include/glib-2.0:/opt/local/include/glib-2.0/in
```

If someone could help I would be happy.

Thanks in Advance !

Subject: Re: Compile X11 Source Package
Posted by [mirek](#) on Sat, 06 Mar 2010 17:10:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

libnotify is not required to run theide. I think you can patch it for now by deleting all references to it.

Maybe, the most straightforward is to use NOGTK.

Subject: Re: Compile X11 Source Package
Posted by [Reini](#) on Sun, 07 Mar 2010 00:37:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Mirek,

Thanks four your quick answer but that was not the preferable way to do it.

I made the next step in compiling now but only the linking fails. Unodgs helped me a bit out and I tried to patch the makefile but in the end the Mac uses a quite diffrent linking than Unix or Linux and I failed for today

Anyway I think going on OSX for GTK is best the following way.

GTK-OSX <http://sourceforge.net/projects/gtk-osx/files> is the project on SF which keeps updated scripts for everything and uses a more "OS-X" like way in doing it.

My suggestion is also to update the build system since it's rather too complicated in staying this way we are at the moment. I would do a smaple script with premake since I think it is the most easy to understand and modern system out there.

Greets

Subject: Re: Compile X11 Source Package
Posted by [masu](#) on Sun, 07 Mar 2010 20:54:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Reini,

have you tried the Makefile provided here:

<http://www.ultimatepp.org/forum/index.php?t=msg&th=4942&start=0&>
?

If you have GNU make available on OSX, you could try it since it could be the base for a general U++ Makefile.

Honza is also working on a version providing better package *.upp file parsing enhances my version quite a lot.

But the Makefile I provided should work for building TheIDE as is.

Matthias

Subject: Re: Compile X11 Source Package
Posted by [nixnixnix](#) on Thu, 28 Oct 2010 01:30:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello,

I don't have a Mac so I can't test but I would get one if UPP supported development on that platform. Does it?

Nick
