Subject: using xCode on the Mac to build a DLM
Posted by ronn on Tue, 11 Jan 2011 18:06:28 GMT

Hello All,

Has anyone on the NG ever build a shared object/DLM on the Mac with XCode?
It looks like it should be possible but I haven't figured it out yet.

And yes I know about makefiles, but I have other reasons for using the XCode
DE.

Thanks!
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