

Erledigt RepoBuilder --> Build Kext, Driver, Tools & OpenCore

Beitrag von „ozw00d“ vom 16. Dezember 2019, 22:51

Naja ich schätze mal das es irgendwelche settings oder altlasten sind. Backups hab ich ja, daher mal auf das nötigste minimieren.

So kann ich besser optimieren.

Irgendwie fühl ich mich grad ein bisserl verarscht vom Hacki, ich glaube er hat vernommen das ich Ihn Platt machen möchte 😊

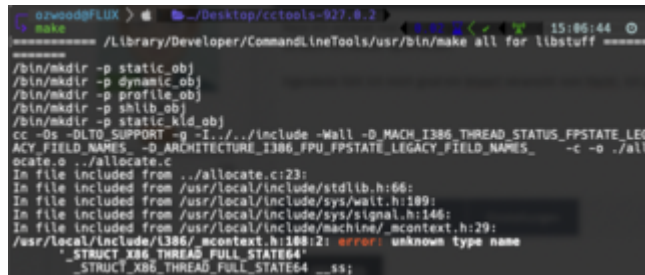
./macbuildtool von OC:

```
- Done -  
Build end time: 11:49:07, Dec.17 2019  
Build total time: 00:00:15  
~/Desktop/OpenCorePkg-master/Binaries/DEBUG ~/Desktop/OpenCorePkg-master  
~/Desktop/OpenCorePkg-master/Binaries/DEBUG/tmp ~/Desktop/OpenCorePkg-master/Binaries/DEBUG ~/Desktop/OpenCorePkg-master  
~/Desktop/OpenCorePkg-master/Binaries/RELEASE ~/Desktop/OpenCorePkg-master  
~/Desktop/OpenCorePkg-master/Binaries/RELEASE/tmp ~/Desktop/OpenCorePkg-master/Binaries/RELEASE ~/Desktop/OpenCorePkg-master  
~/Desktop/OpenCorePkg-master/Binaries/RELEASE ~/Desktop/OpenCorePkg-master  
~/Desktop/OpenCorePkg-master
```

Das Repobuild Tool:

```
Kopiere RepoBuildsDB https://github.com/acidanthera/VoodooPS2.git  
Kopiere RepoBuildsDB https://github.com/acidanthera/WhateverGreen.git  
Kopiere RepoBuildsDB https://github.com/acidanthera/DebugEnhancer.git  
Kopiere RepoBuildsDB https://github.com/acidanthera/OpenCorePkg.git  
Kopiere RepoBuildsDB https://github.com/acidanthera/AppleSupportPkg.git  
Kopiere RepoBuildsDB https://github.com/acidanthera/OpenCoreShell.git  
Erstelle Debug Version von Lilu.
```

bei make für mtoc wenn ichs selbst erstellen will immer noch:



```
ozwood@flux > cd ~/Desktop/cctools-927.0.2
$ make
***** /Library/Developer/CommandLineTools/usr/bin/make all for libstuff *****
*****
/bin/mkdir -p static_obj
/bin/mkdir -p dynamic_obj
/bin/mkdir -p profile_obj
/bin/mkdir -p shlib_obj
/bin/mkdir -p static_kld_obj
cc -Os -DLTO_SUPPORT -g -I../include -Wall -D_MACH_I386_THREAD_STATUS_FPSTATE_LEGACY_FIELD_NAMES_ -D_ARCHITECTURE_I386_FPU_FPSTATE_LEGACY_FIELD_NAMES_ -c -o ./all
ocate.o ./allocate.c
In file included from ../allocate.c:23:
In file included from /usr/local/include/stdlib.h:66:
In file included from /usr/local/include/sys/wait.h:109:
In file included from /usr/local/include/sys/signal.h:146:
In file included from /usr/local/include/machine/_mcontext.h:29:
/usr/local/include/L386/_mcontext.h:108:2: error: unknown type name
'_STRUCT_X86_THREAD_FULL_STATE64'
'_STRUCT_X86_THREAD_FULL_STATE64' _ss;
```

nun liegt es aber an irgendwelchen include files/headers whatever sehe ich das richtig?