

Erledigt

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

Beitrag von „ozw00d“ vom 15. Dezember 2019, 15:34

hänge grad bei. mtoc fest habe alles so wie [hier](#) beschrieben.

nach abfeuern von make folgendes:

Code

```
1.  └─ ozwood@FLUX [ ] [ ] [ ] .../Desktop/cctools-927.0.2 [ ]
2.  └─ make [ ] 0.02 [ ] [ ] ✓ [ ] 3 [ ] 15:32:12 [ ]
3.  ===== /Applications/Xcode.app/Contents/Developer/usr/bin/make all for
    libstuff =====
4.  /bin/mkdir -p static_obj
5.  /bin/mkdir -p dynamic_obj
6.  /bin/mkdir -p profile_obj
7.  /bin/mkdir -p shlib_obj
8.  /bin/mkdir -p static_kld_obj
9.  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 ./allocate.o
    ../allocate.c
10. In file included from ../allocate.c:23:
11. In file included from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
12. In file included from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
13. In file included from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
14. In file included from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
15. /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
    error:
16. unknown type name '_STRUCT_X86_THREAD_FULL_STATE64'
17. _STRUCT_X86_THREAD_FULL_STATE64 __ss;
18. ^
```

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19. /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
    error:
20. unknown type name '_STRUCT_X86_THREAD_FULL_STATE64'
21. _STRUCT_X86_THREAD_FULL_STATE64 __ss;
22. ^
23. In file included from ../allocate.c:26:
24. In          file          included          from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
25. In          file          included          from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
26. In          file          included          from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
27. In          file          included          from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
28. In          file          included          from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
29. In file included from ../../include/mach/i386/thread_status.h:70:
30. ../../include/mach/i386/_structs.h:757:1: error: redefinition of
31. '__darwin_x86_exception_state64'
32. _STRUCT_X86_EXCEPTION_STATE64
33. ^
34. ../../include/mach/i386/_structs.h:756:46: note: expanded from macro
35. '_STRUCT_X86_EXCEPTION_STATE64'
36. #define _STRUCT_X86_EXCEPTION_STATE64 struct __darwin_x86_exception_state64
37. ^
38. ../../include/mach/i386/_structs.h:757:1: note: previous definition is here
39. _STRUCT_X86_EXCEPTION_STATE64
40. ^
41. ../../include/mach/i386/_structs.h:756:46: note: expanded from macro
42. '_STRUCT_X86_EXCEPTION_STATE64'
43. #define _STRUCT_X86_EXCEPTION_STATE64 struct __darwin_x86_exception_state64
44. ^
45. In file included from ../allocate.c:26:
46. In          file          included          from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
47. In          file          included          from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
48. In          file          included          from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
49. In          file          included          from
    /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/

```

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50. In file included from
   /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
51. In file included from ../../include/mach/i386/thread_status.h:70:
52. ../../include/mach/i386/_structs.h:777:1: error: redefinition of
53. '__darwin_x86_debug_state64'
54. _STRUCT_X86_DEBUG_STATE64
55. ^
56. ../../include/mach/i386/_structs.h:776:42: note: expanded from macro
57. '_STRUCT_X86_DEBUG_STATE64'
58. #define _STRUCT_X86_DEBUG_STATE64 struct __darwin_x86_debug_state64
59. ^
60. ../../include/mach/i386/_structs.h:777:1: note: previous definition is here
61. _STRUCT_X86_DEBUG_STATE64
62. ^
63. ../../include/mach/i386/_structs.h:776:42: note: expanded from macro
64. '_STRUCT_X86_DEBUG_STATE64'
65. #define _STRUCT_X86_DEBUG_STATE64 struct __darwin_x86_debug_state64
66. ^
67. In file included from ../allocate.c:26:
68. In file included from
   /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
69. In file included from
   /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
70. In file included from
   /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
71. In file included from
   /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
72. In file included from
   /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX.sdk/
73. ../../include/mach/i386/thread_status.h:196:9: error: unknown type name
74. '_STRUCT_X86_AVX512_STATE32'
75. typedef _STRUCT_X86_AVX512_STATE32 x86_avx512_state32_t;
76. ^
77. ../../include/mach/i386/thread_status.h:231:9: error: unknown type name
78. '_STRUCT_X86_AVX512_STATE64'
79. typedef _STRUCT_X86_AVX512_STATE64 x86_avx512_state64_t;
80. ^
81. 6 errors generated.
82. make[2]: *** [allocate.o] Error 1
83. make[1]: *** [dynamic] Error 2
84. make: *** [all] Error 1

```

Alles anzeigen

wäre super wenn mich hierbei jemand unterstützen könnte.