

# REINVENT THE WHEEL

*Round is nice, but I can do better!*



## RAD Studio XE2 – Setting it up for a Mac (step-by-step illustrated guide)

September 3, 2011 by Simon Stuart | [28 Comments](#)

With Delphi XE2 now available for everyone to enjoy, I figured it's time I start providing some useful information to help you make the most of it!

One of the primary new features of XE2 is the ability to produce MacOSX applications, and to do that, there are additional steps you must take in order to prepare both your Windows development system, and your MacOSX deployment/testing system for this task.

This document makes the following assumptions:

1. You've installed Delphi (or RAD Studio) XE2 on a Windows 64bit system
2. You've installed Delphi (or RAD Studio) XE2 to the default paths

So you've just installed Delphi (or RAD Studio) XE2... congratulations and welcome to the new and exciting world of cross-platform Delphi development!

Still, you're not quite ready to start deploying your applications to your MacOSX machine just yet! Fear not, however, as the remaining steps should take you just a few additional minutes and you'll be good to go!

## On your Windows 64bit deployment/testing machine

- Open Windows Explorer (Flag+E)
- Go to C:\Program Files (x86)\Embarcadero\RAD Studio\9.0\PAServer on your Development system.
- Copy setup\_paserver.zip over to your MacOSX device. You can do this any way you like: Share a folder on your PC and copy it from the Mac, place the file on a Mac-compatible USB flash drive and copy it that way.... whatever works best for you!

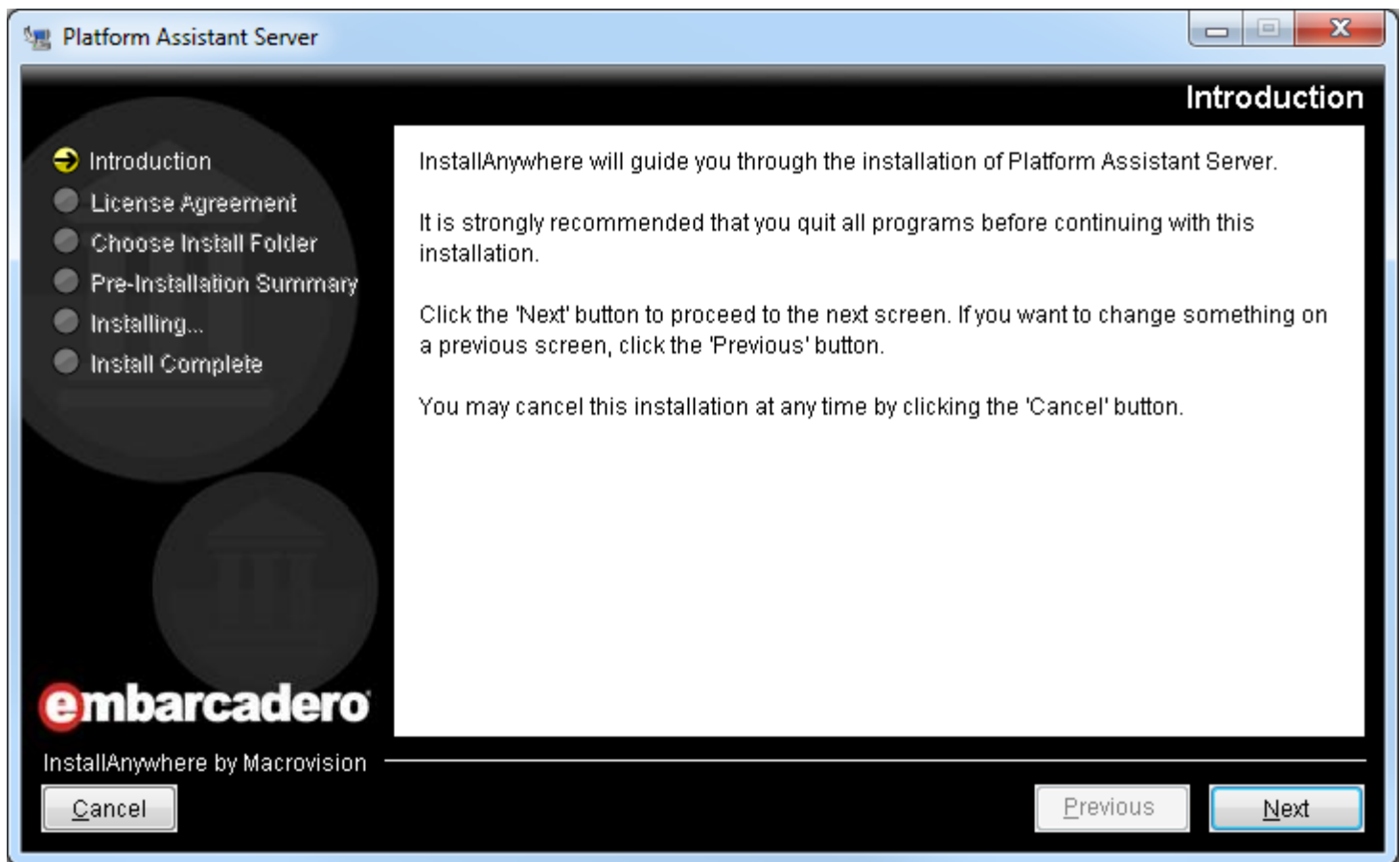
NOTE: The remaining steps in this section are only necessary if you're running Delphi (or RAD Studio) XE2 on a 32bit system, and wish to deploy/debug 64bit Windows applications. If you're developing on 64bit Windows, skip to the MacOSX section!

- Copy setup\_paserver.exe to your 64bit Windows deployment/testing machine (again, via network or whatever method works best for you)
- Run setup\_paserver.exe on your 64bit Windows deployment/testing machine (**IMPORTANT NOTE:** *Should either the setup\_paserver.zip or setup\_paserver.exe files be missing, you should contact Embarcadero support as something has gone wrong with your XE2 installation!*)



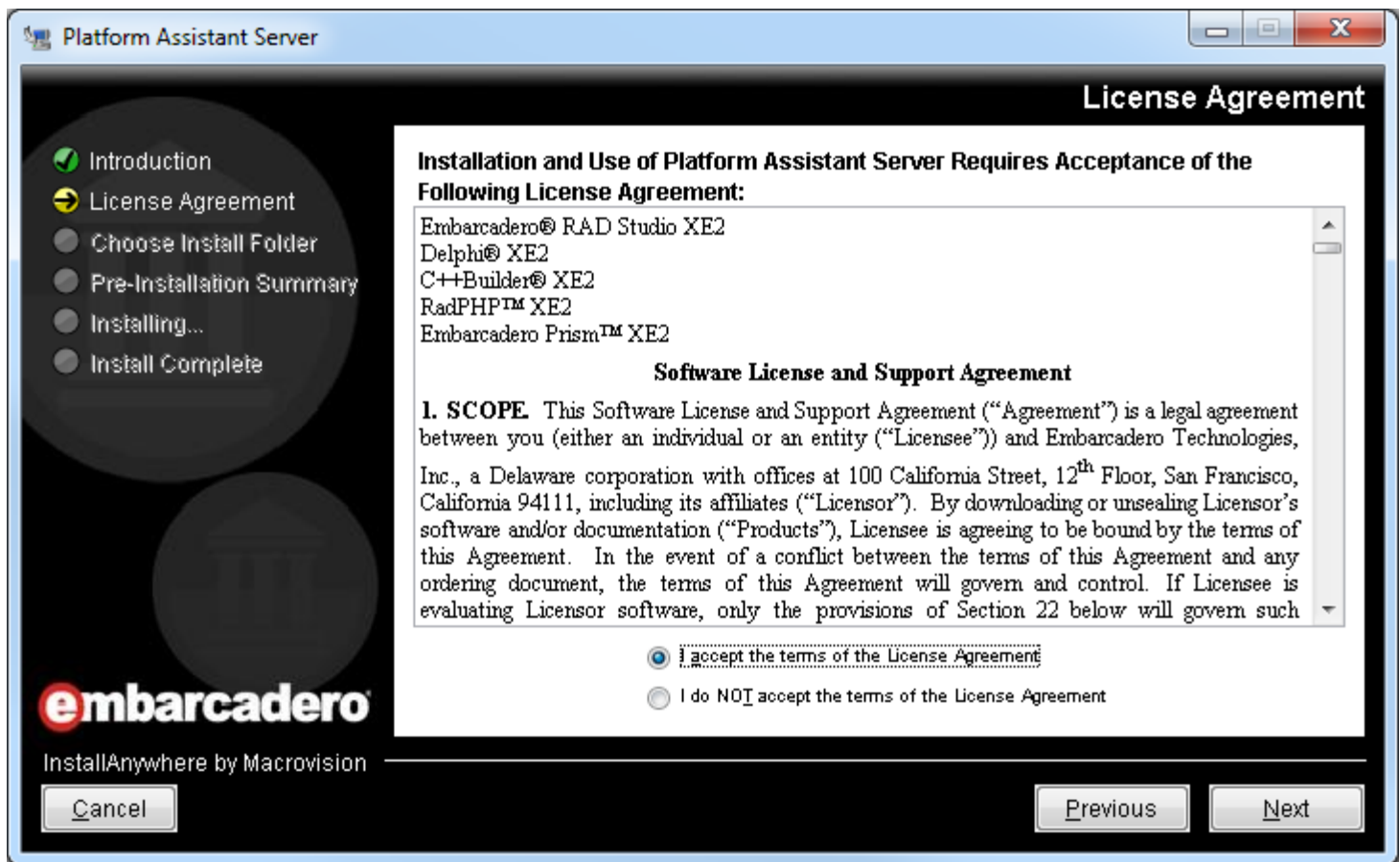
PAServer Windows Setup (Step 1)

- Press OK



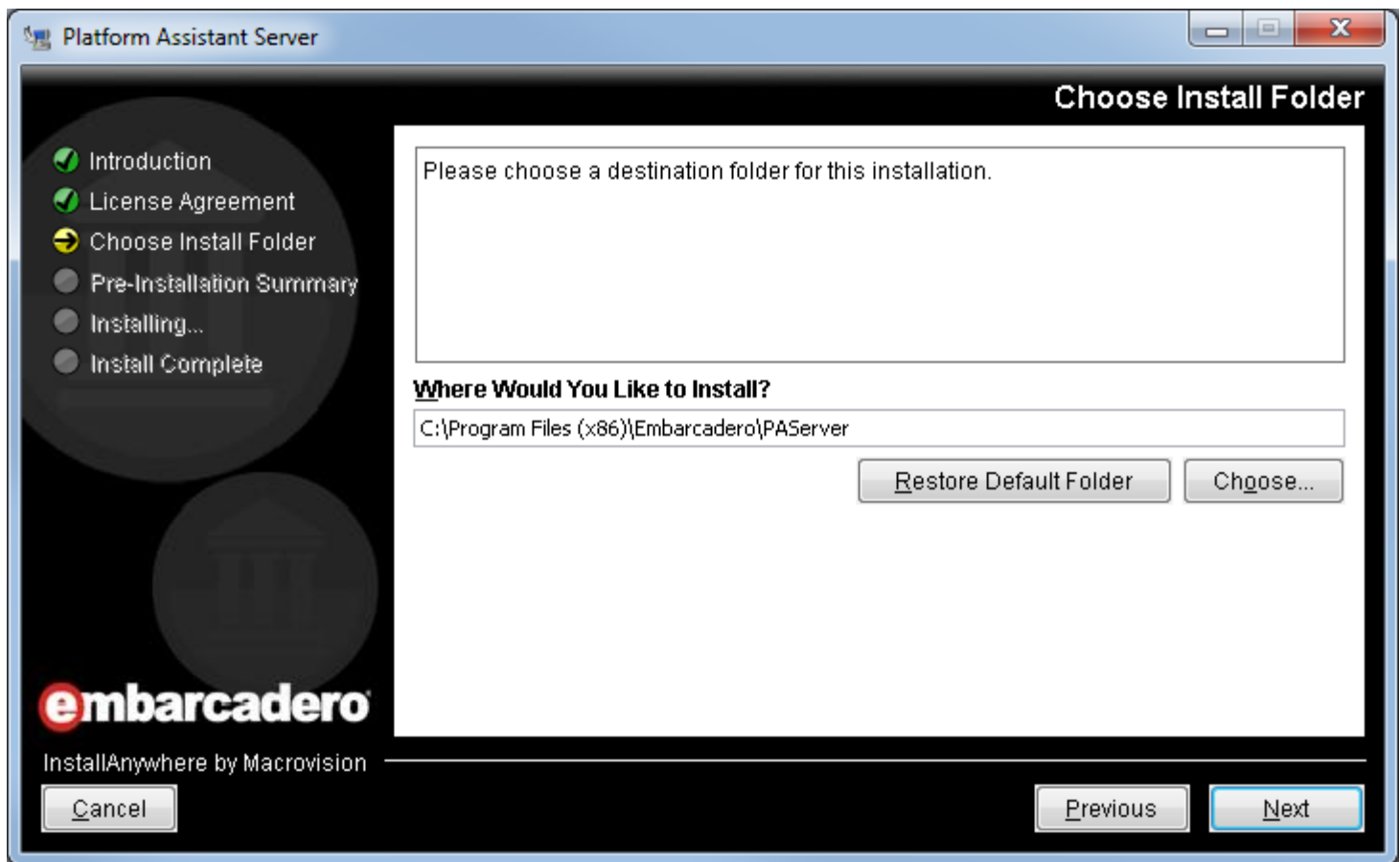
PAServer Windows Setup (Step 2)

- Press Next



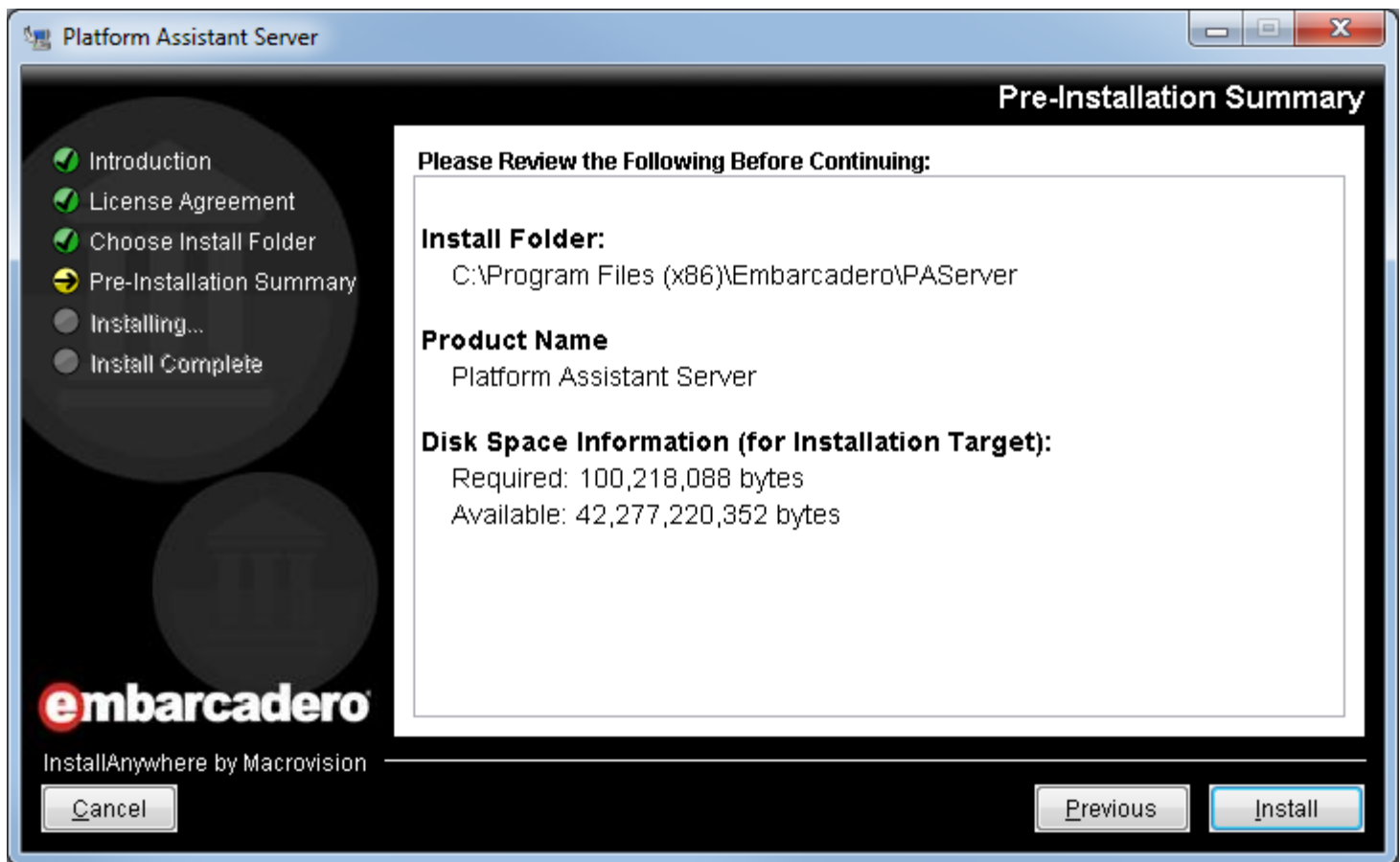
PAServer Windows Setup (Step 3)

- Select "I accept the terms of the License Agreement" and press Next



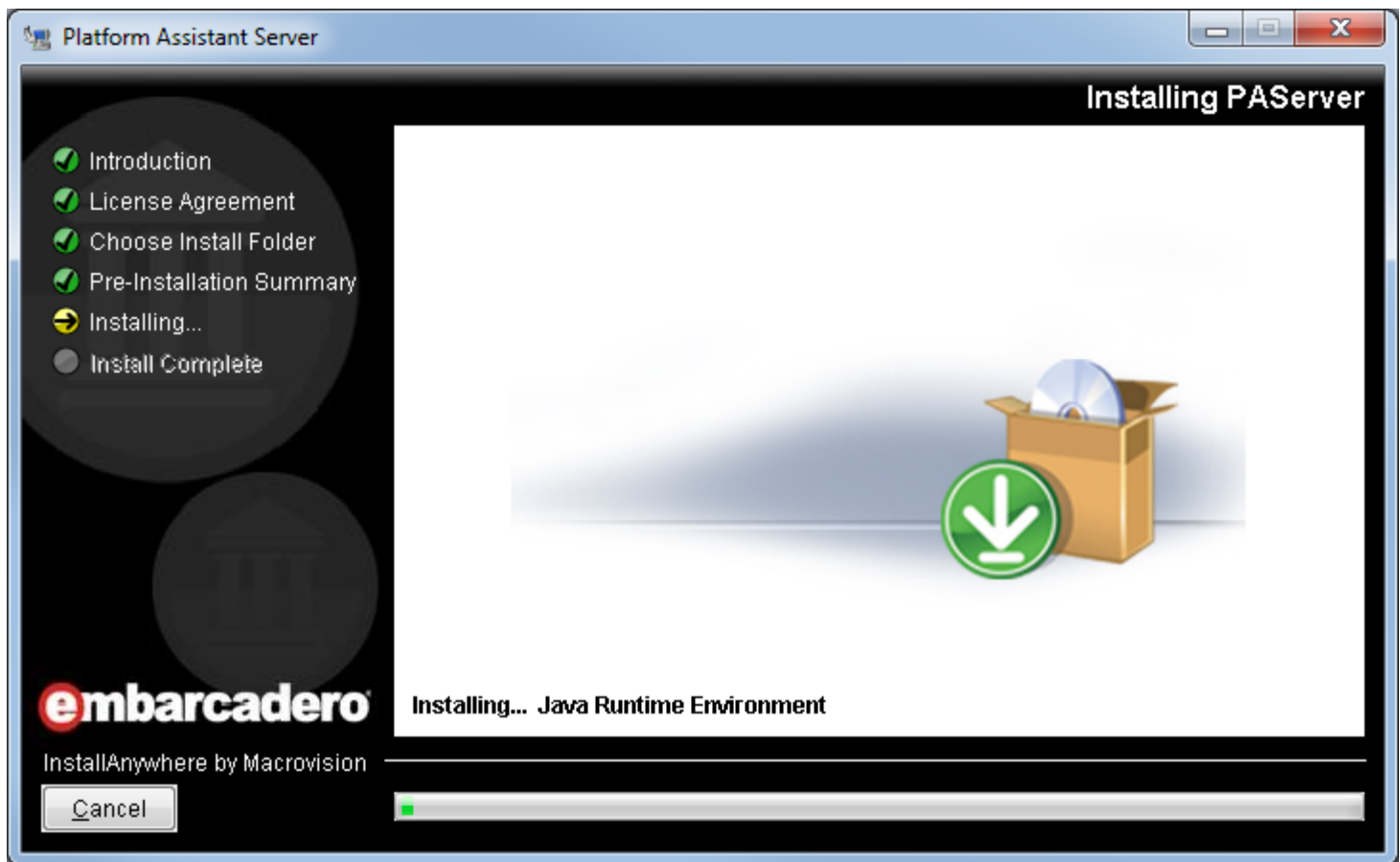
PA Server Windows Setup (Step 4)

- Press Next



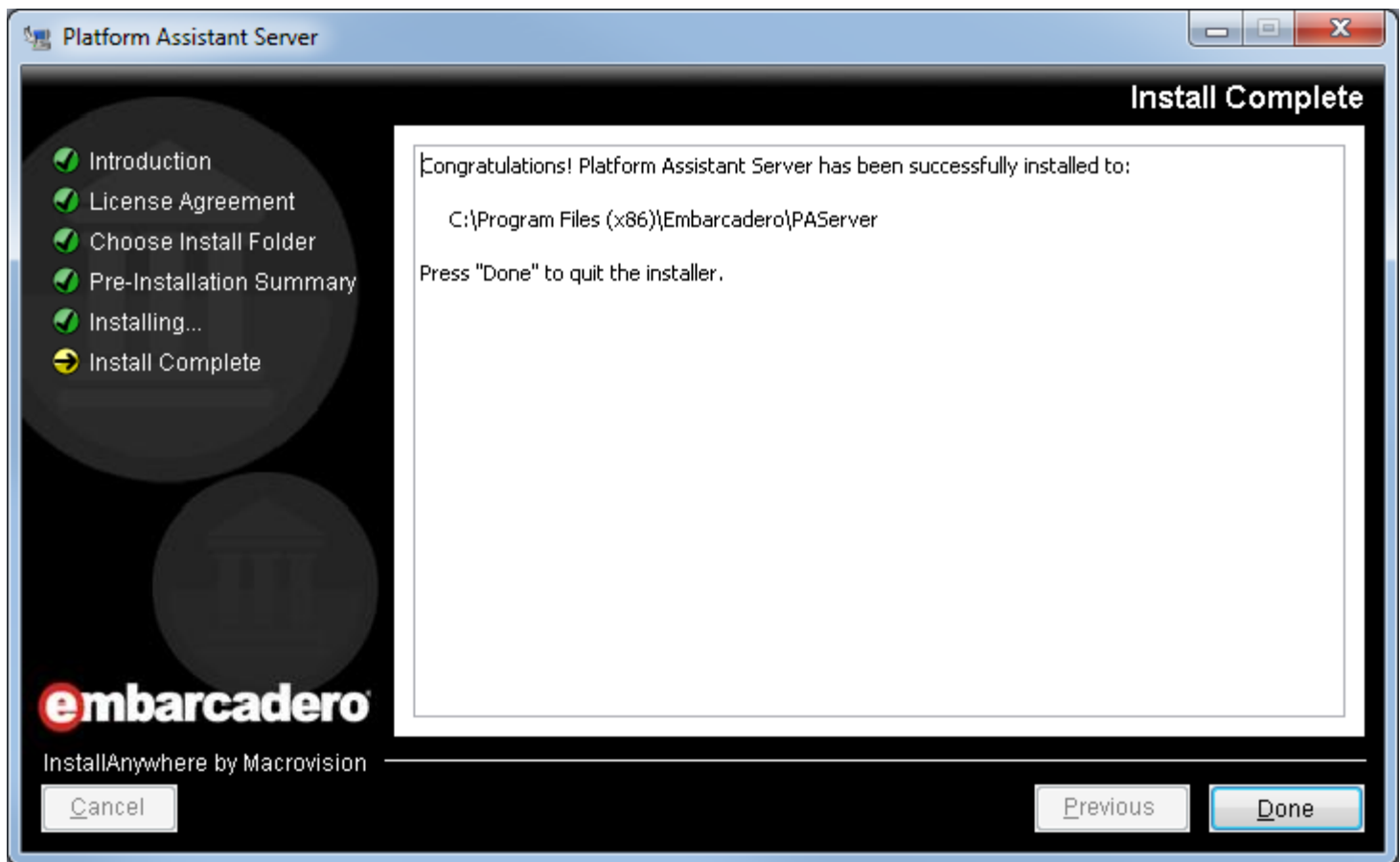
PA Server Windows Setup (Step 5)

- Press Install



PAServer Windows Setup (Step 6)

- Wait for the process to finish (*could be anything from a minute or longer*)



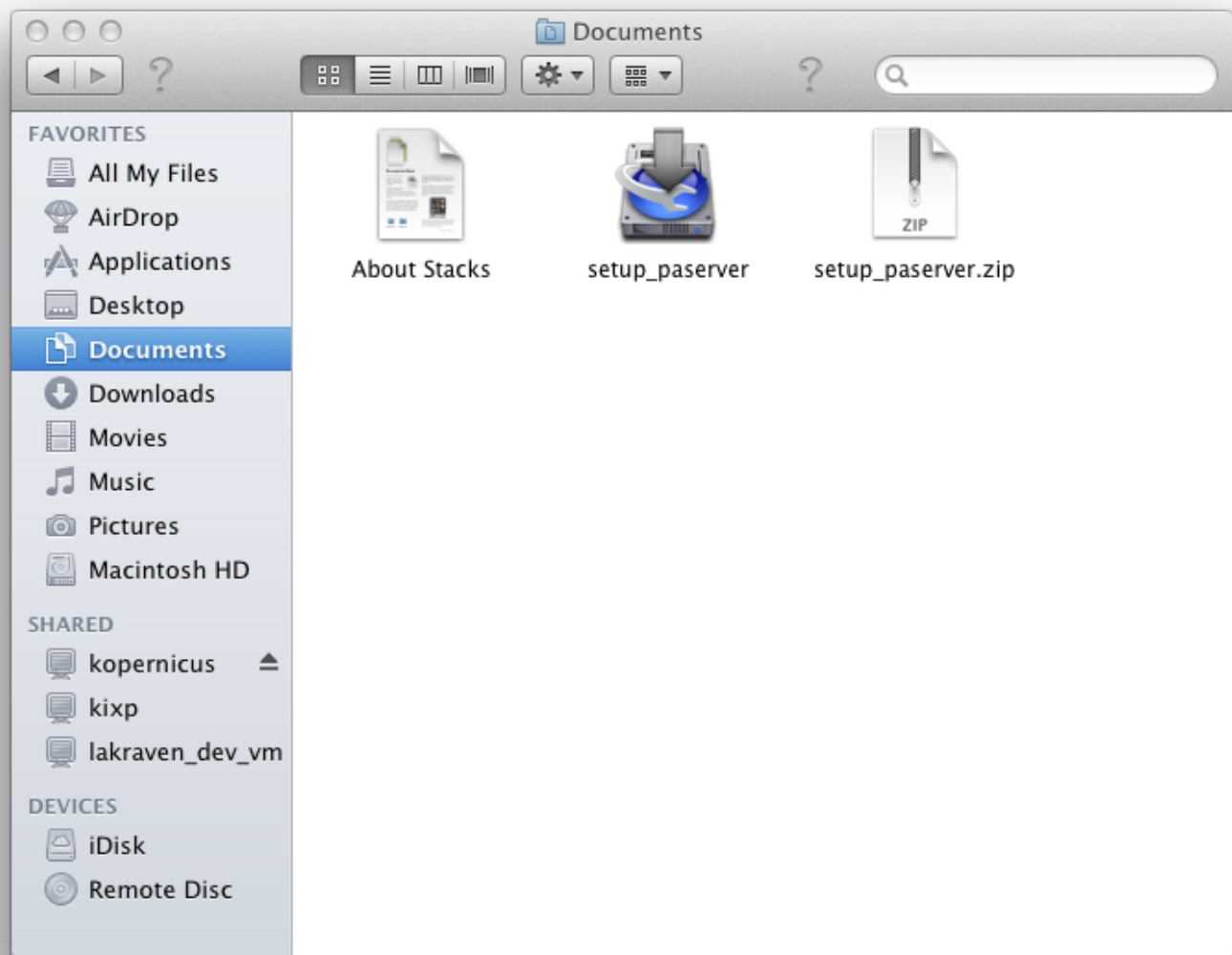
PAServer Windows Setup (Step 7)

- Press Done

## On your MacOSX deployment/debugging machine

- In Finder, locate the Folder into which you placed setup\_paserver.zip, and Double-Click on the zip file.





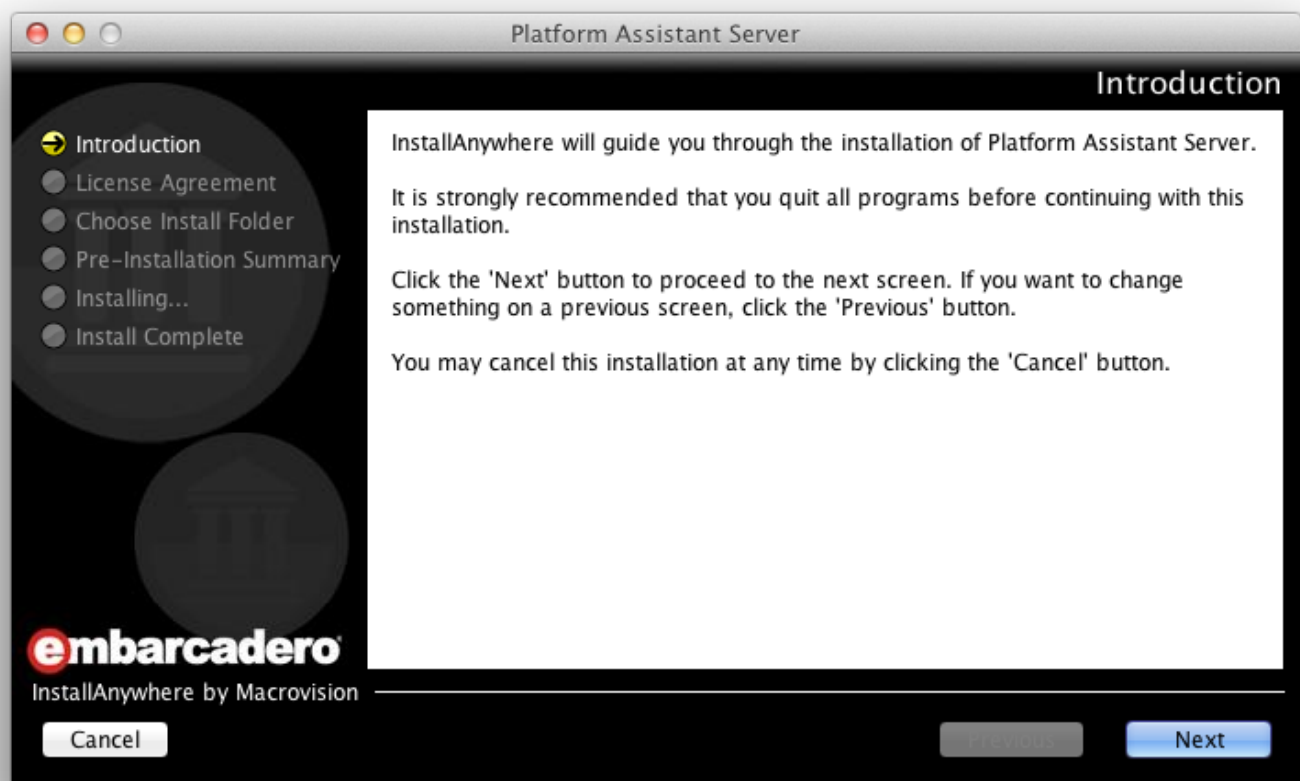
PAServer MacOSX Setup (Step 1)

- Double-Click on the file named setup\_paserver (*noting the absence of .zip*) to begin the PAServer setup on your MacOSX system.



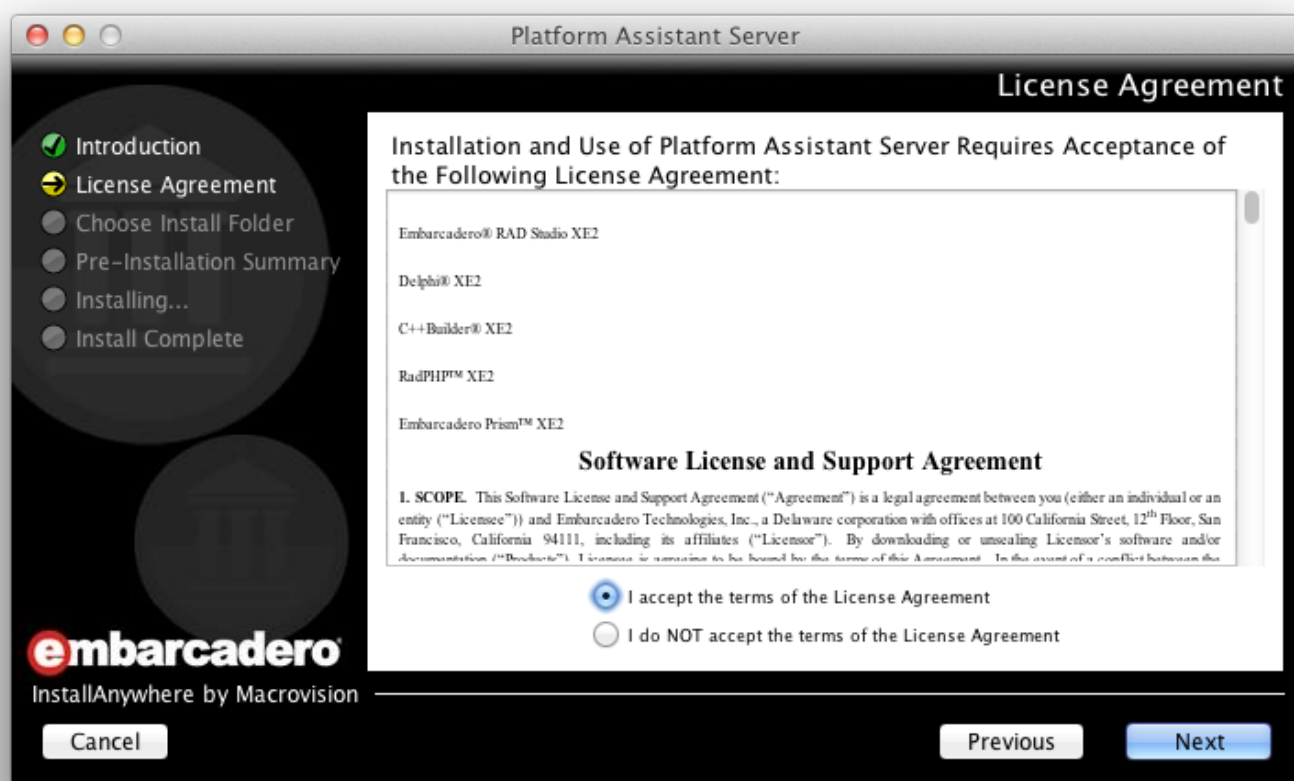
PAServer Mac Setup (Step 2)

- Press OK



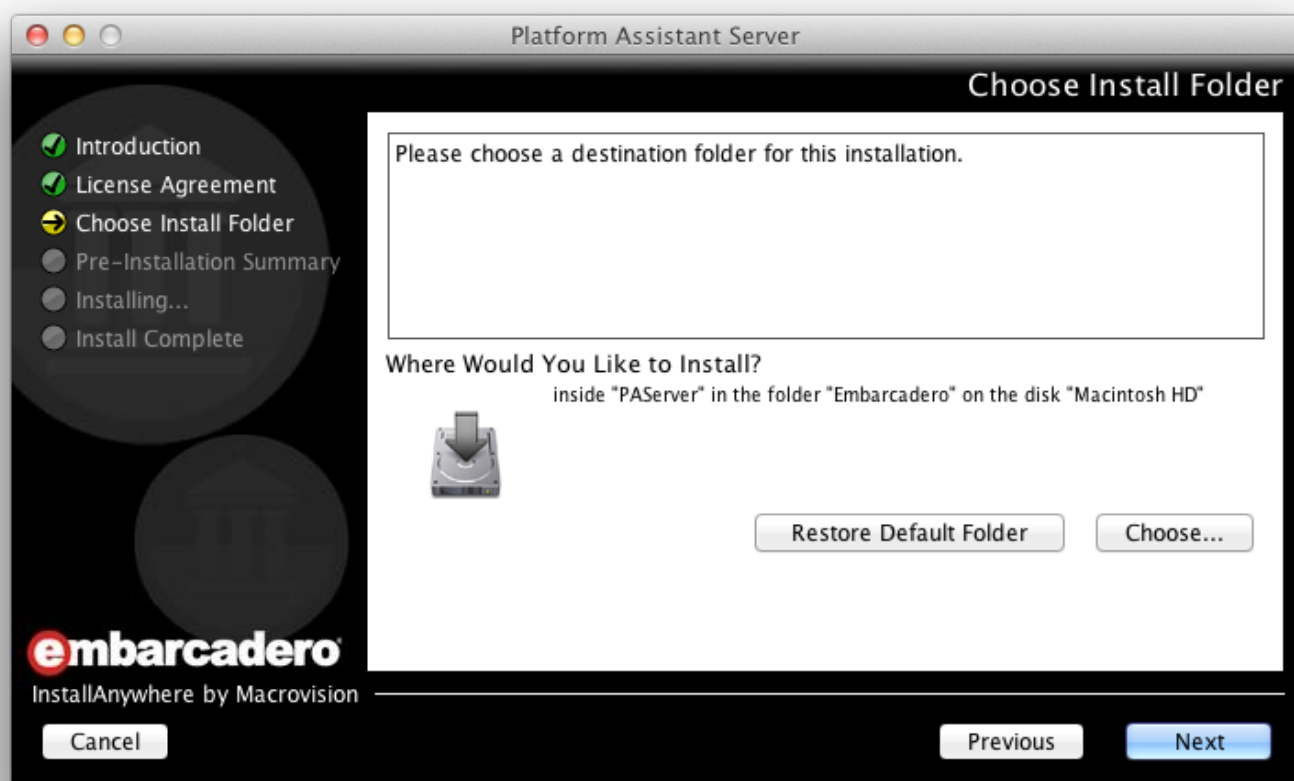
#### PA Server Mac Setup (Step 3)

- Press Next



PA Server Mac Setup (Step 4)

- Select "I accept the terms of the License Agreement" and press Next



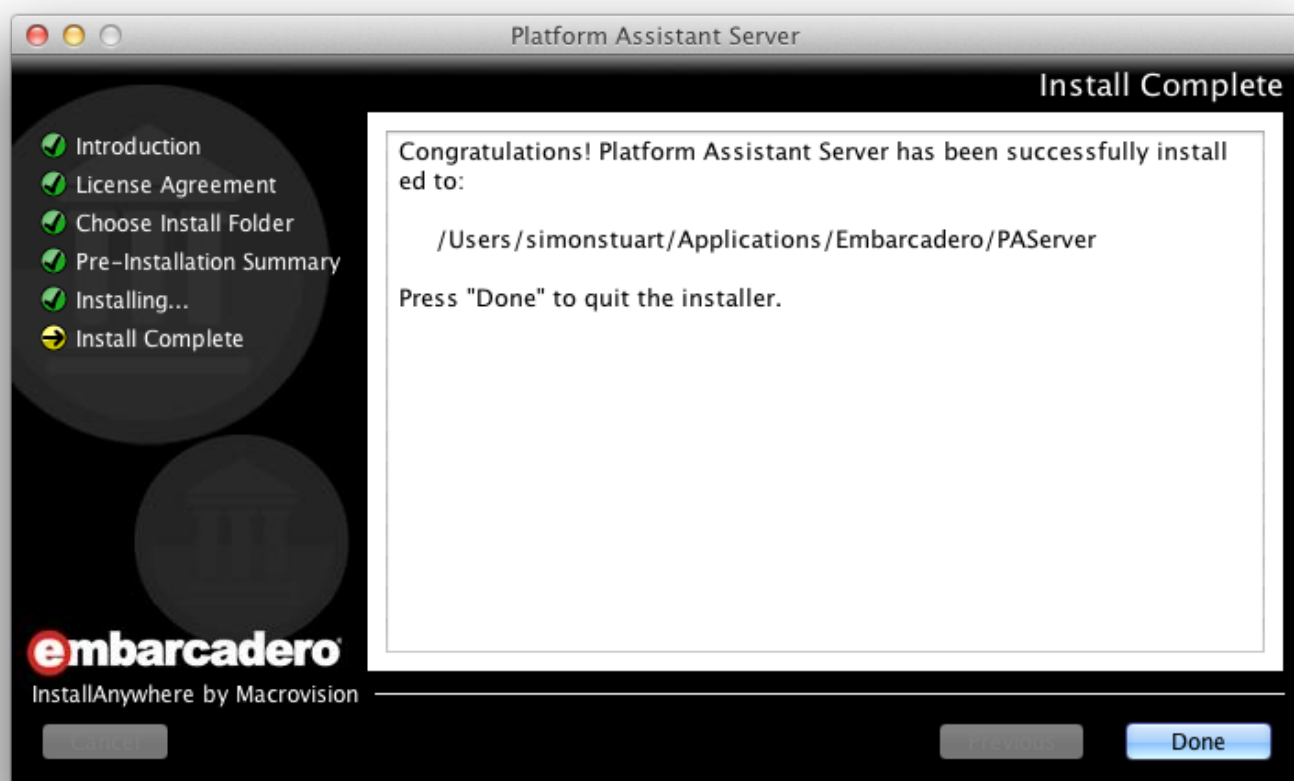
PAServer Mac Setup (Step 5)

- Press Next (*Note: This guide presumes that you're installing PAServer on your MacOSX machine using the default location. If you elect to install to a different location, you will need to accommodate for that in future portions of this guide!*)



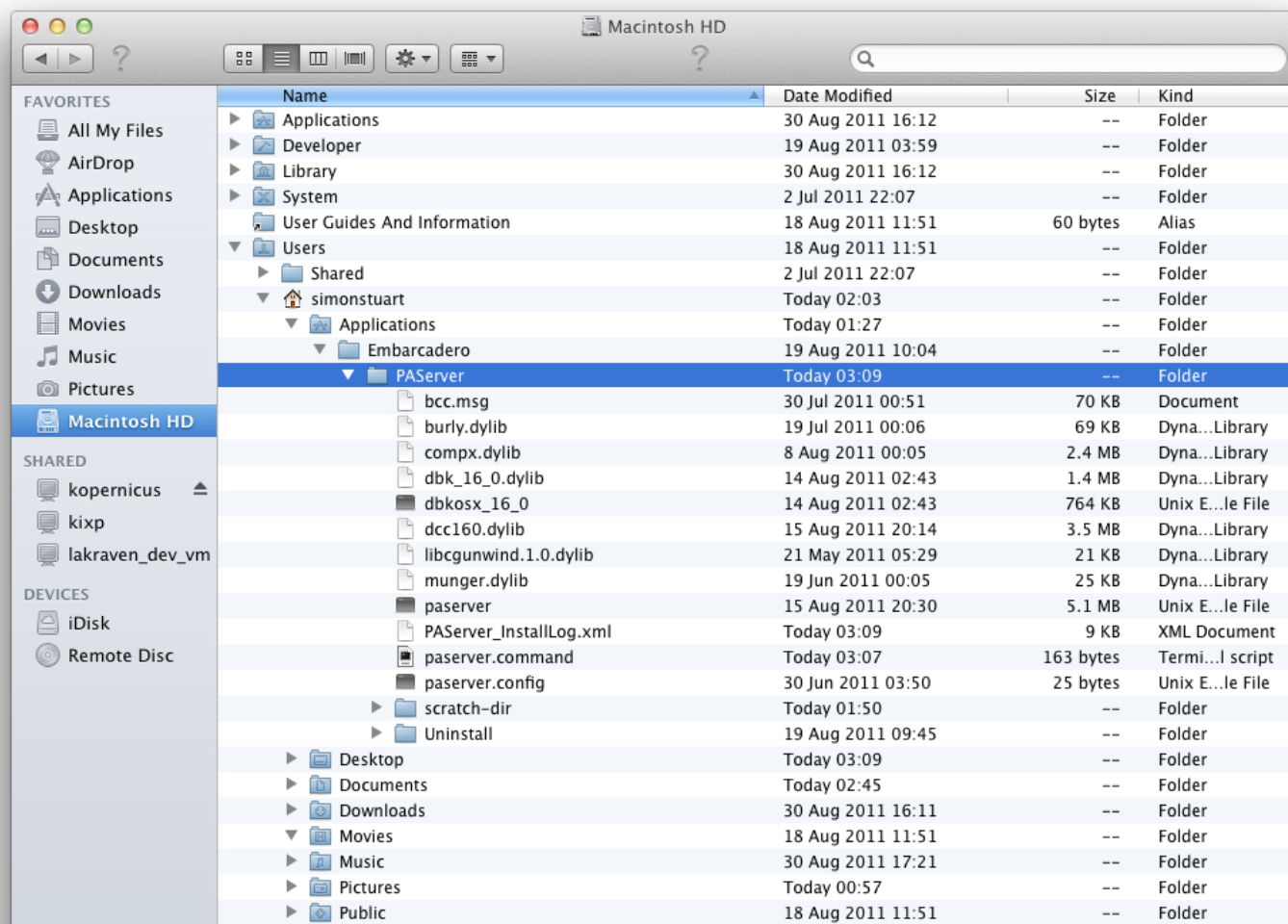
PAServer Mac Setup (Step 6)

- Press Install (*Remember: the installation process can take anything from a few seconds to several minutes*)



PAServer Mac Setup (Step 7)

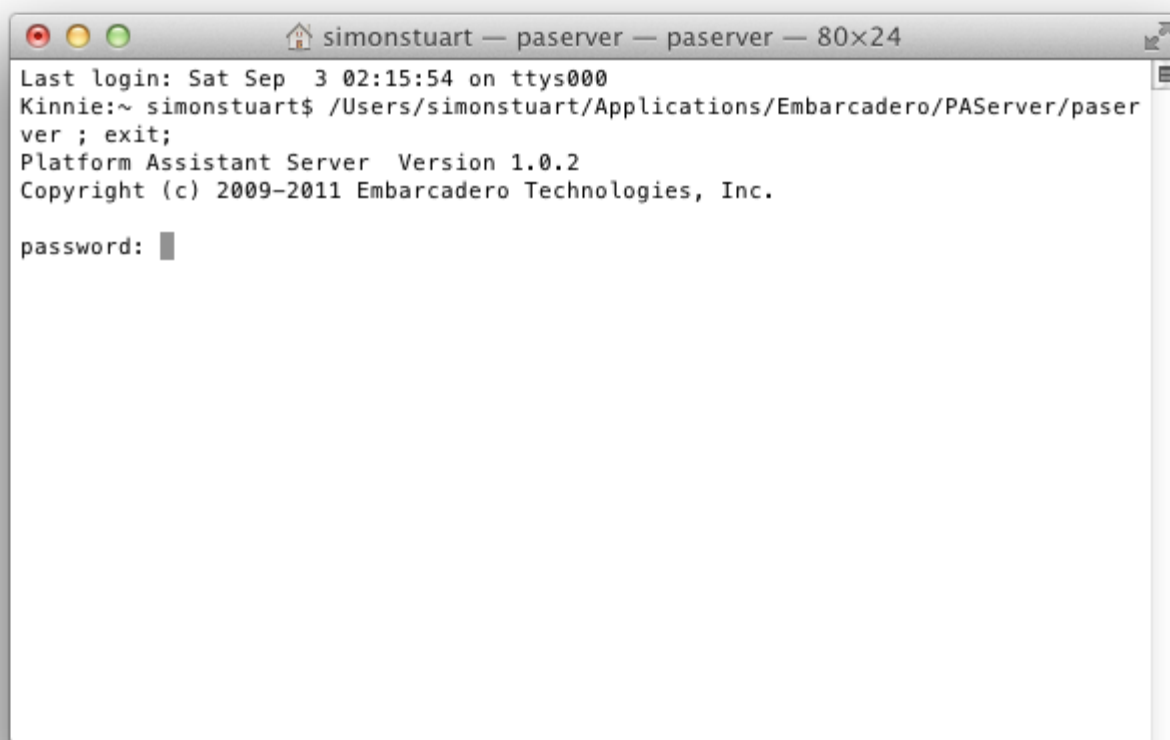
- Press Done
- Go back to Finder, and navigate to  
“/Users/%username%/Applications/Embarcadero/PAServer” (*substitute %username% for your MacOSX account username*)



PAServer Mac Setup (Step 8)

- To run PAServer on your Mac (which is necessary to deploy and debug Delphi applications for the OSX platform), you can simply Double-Click on the paserver Application file





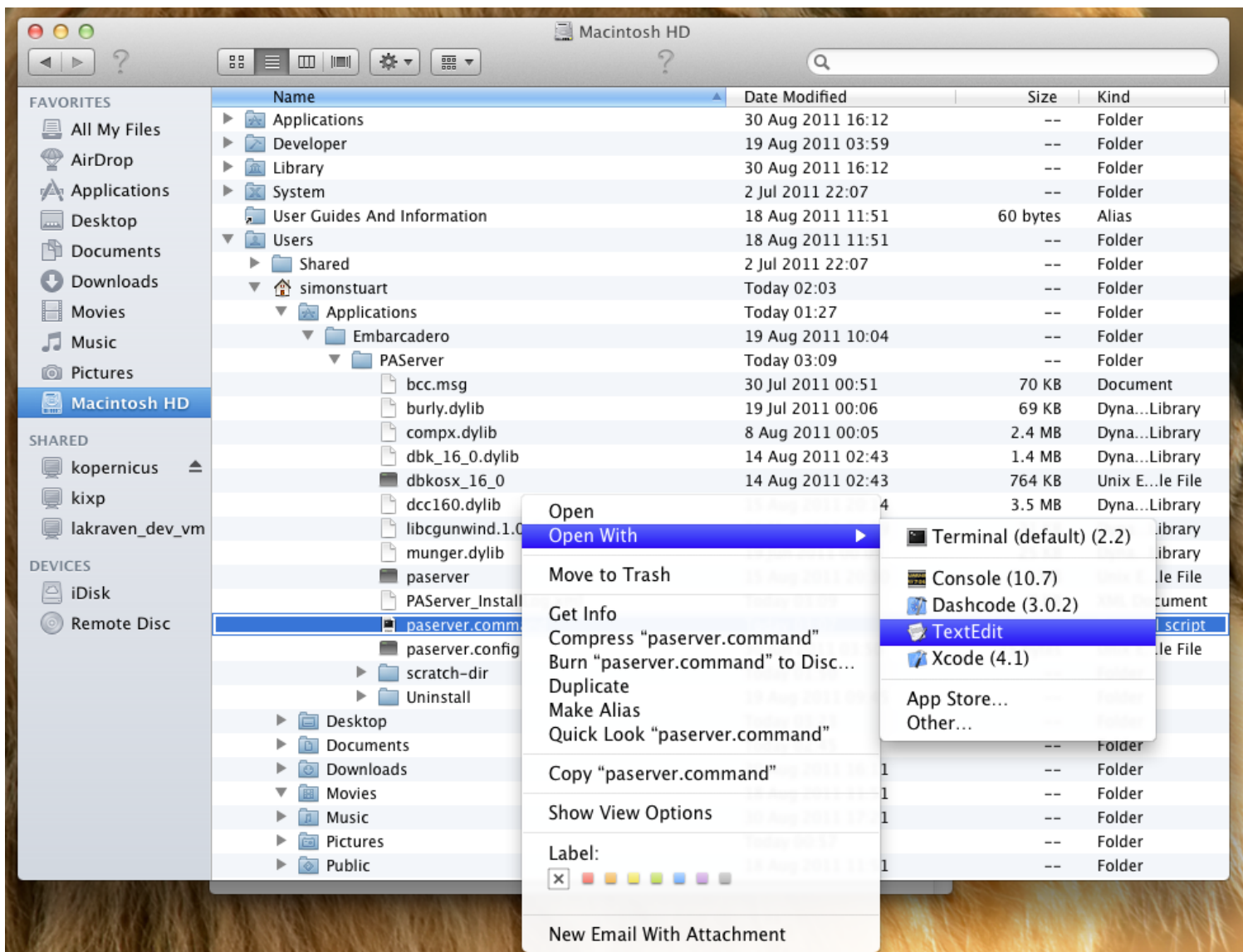
#### PAServer Mac Setup (Step 9)

- Simply enter a good password and press the Enter/Return Key

You can also create a Desktop/Dock shortcut to the paserver application to make it easier to run on demand.... or, if you're clever.....

Make PAServer start automatically on your Mac when you switch it on (*or log in*)

- Since you already have Finder open in the "/Users/%username%/Applications/Embarcadero/PAServer" folder...
- Bring up Context Menu (*by doing **Control+Click***) on the paserver.command file
- Go to Open With and click TextEdit



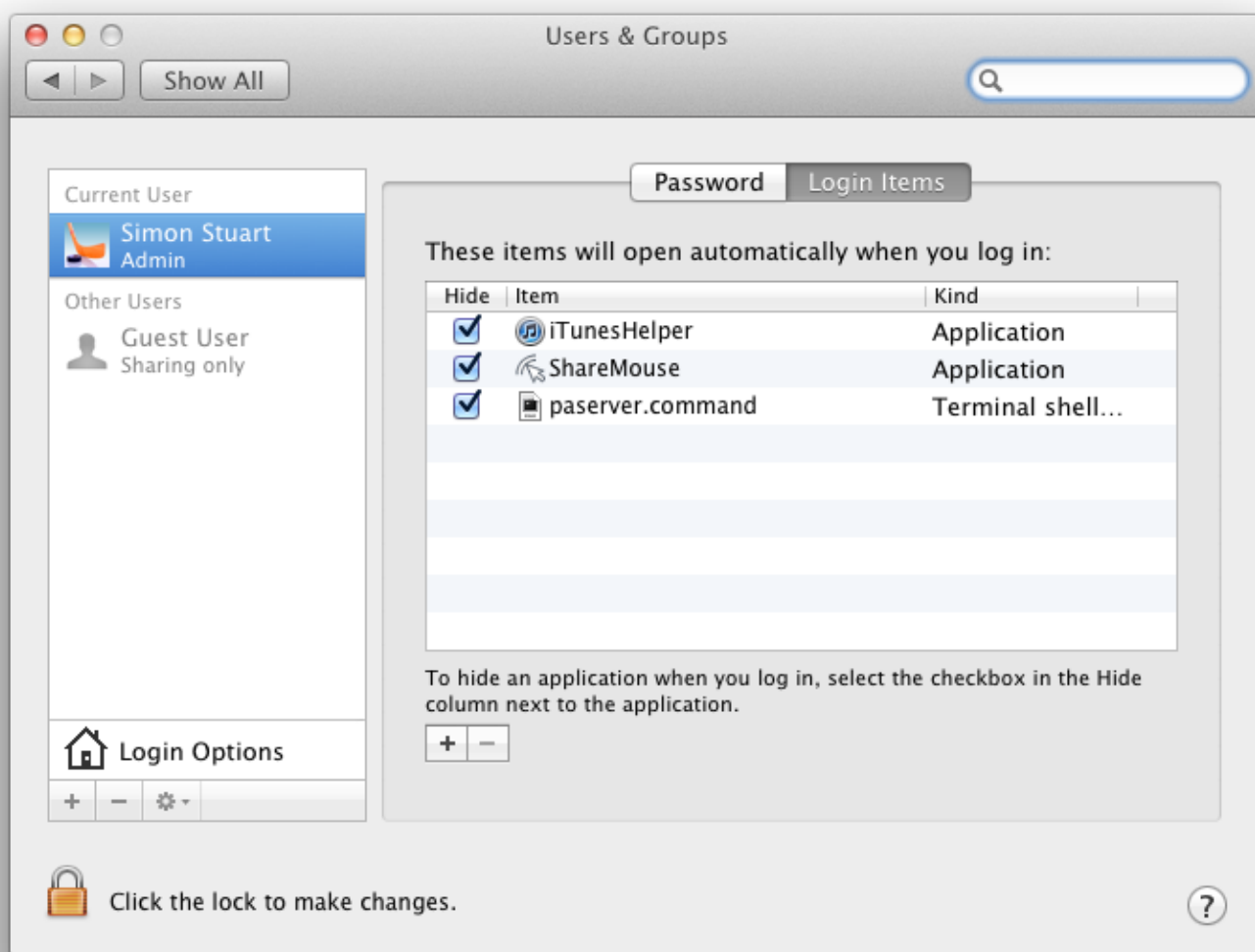
PAServer Autorun At Startup/Login (Step 1-3)

- Modify the second line so that it resembles the following:  
 "/Users/%username%/Applications/Embarcadero/PAServer/paserver" -  
 password=S0m3Gr8tP455w0rd  
 Including quotes, and remembering to substitute %username% with your MacOSX user account name!  
 Essentially you're just adding -password=... to the end of the line!



# PAServer Autorun At Startup/Login (Step 4)

- Save the file (using Command+S) and then Quit TextExit
- Open System Preferences, select Users & Groups, then press the Login Items button.
- Press the + button to add a new item to your login group
- Locate “/Users/%username%/Applications/Embarcadero/PAServer/paserver.command” and press Add.
- Tick the box (in the Hide column) corresponding to your paserver.command entry

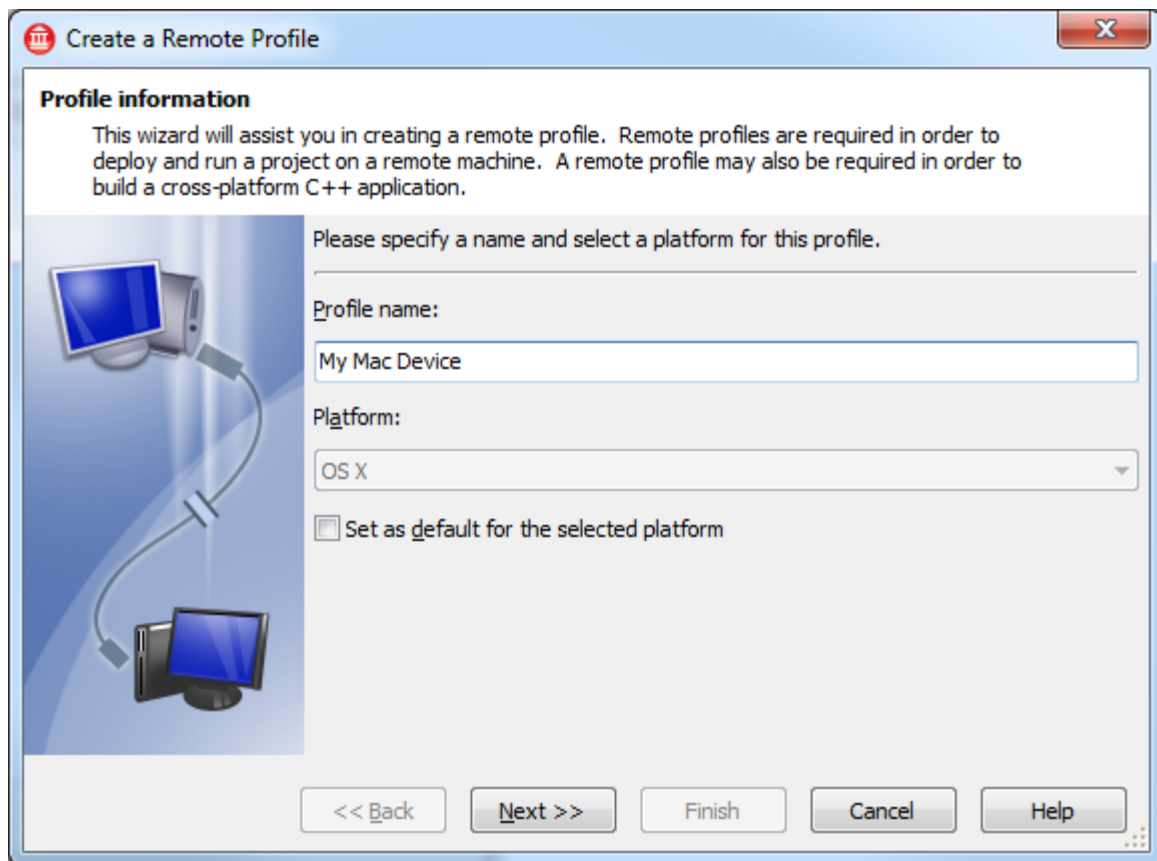


# PAServer Autorun At Startup/Login (Step 5)

PAServer will now automatically start (*and hide itself*) whenever you log in to your Mac, eliminating the annoyance of forgetting to start it before attempting to deploy/debug a Delphi application to the OSX platform.

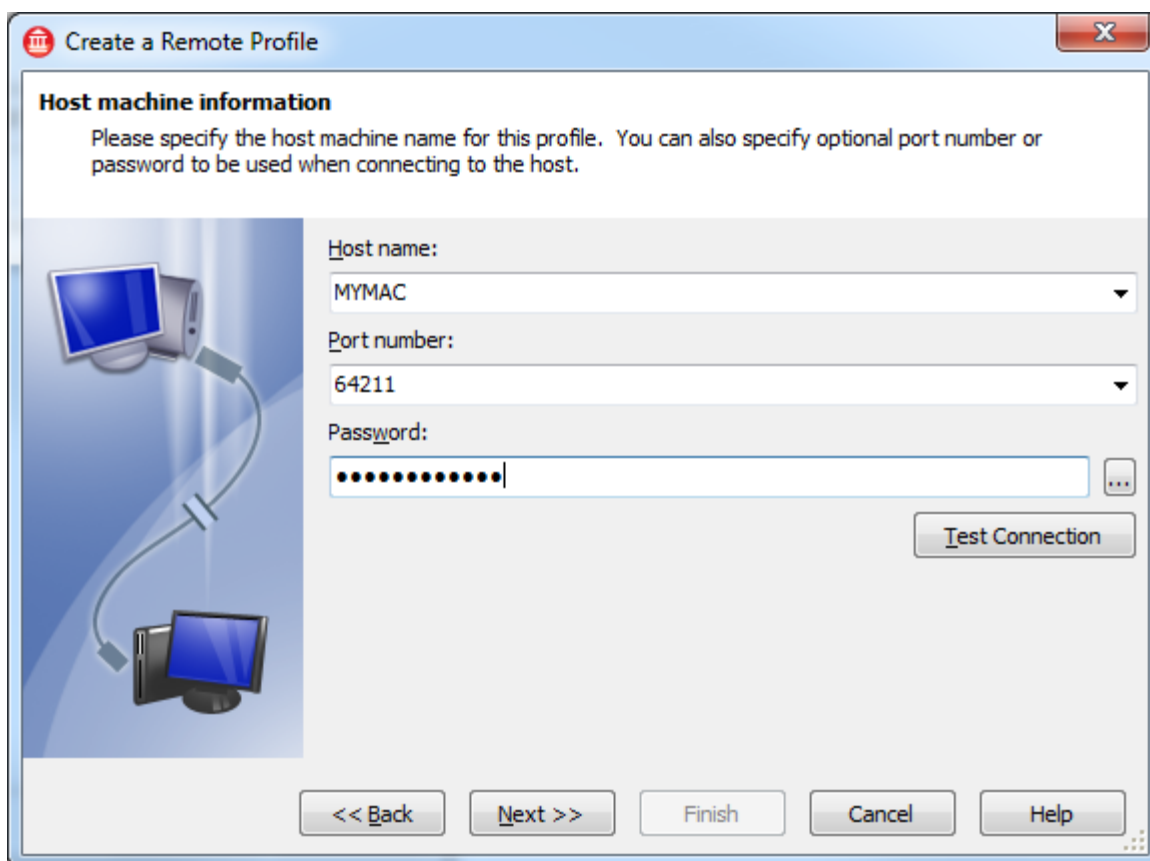
# Deploying your first FireMonkey application to your MacOSX machine

- Open or create your FireMonkey project
- On the Project Manager, you will need to Right-Click on Target Platforms, click Add Platform, and select OS X from the list, followed by clicking OK
- Right-click on the OS X entry under Target Platforms on the Project Manager and click Assign Remote Profile
- Click Add...
- Enter Profile name



XE2 MacOSX FireMonkey Application Deployment (Step 1)

- Click Next >>
- Enter the Host name (or IP Address) of your MacOSX machine, and your Password as specified for PAServer on your Mac.

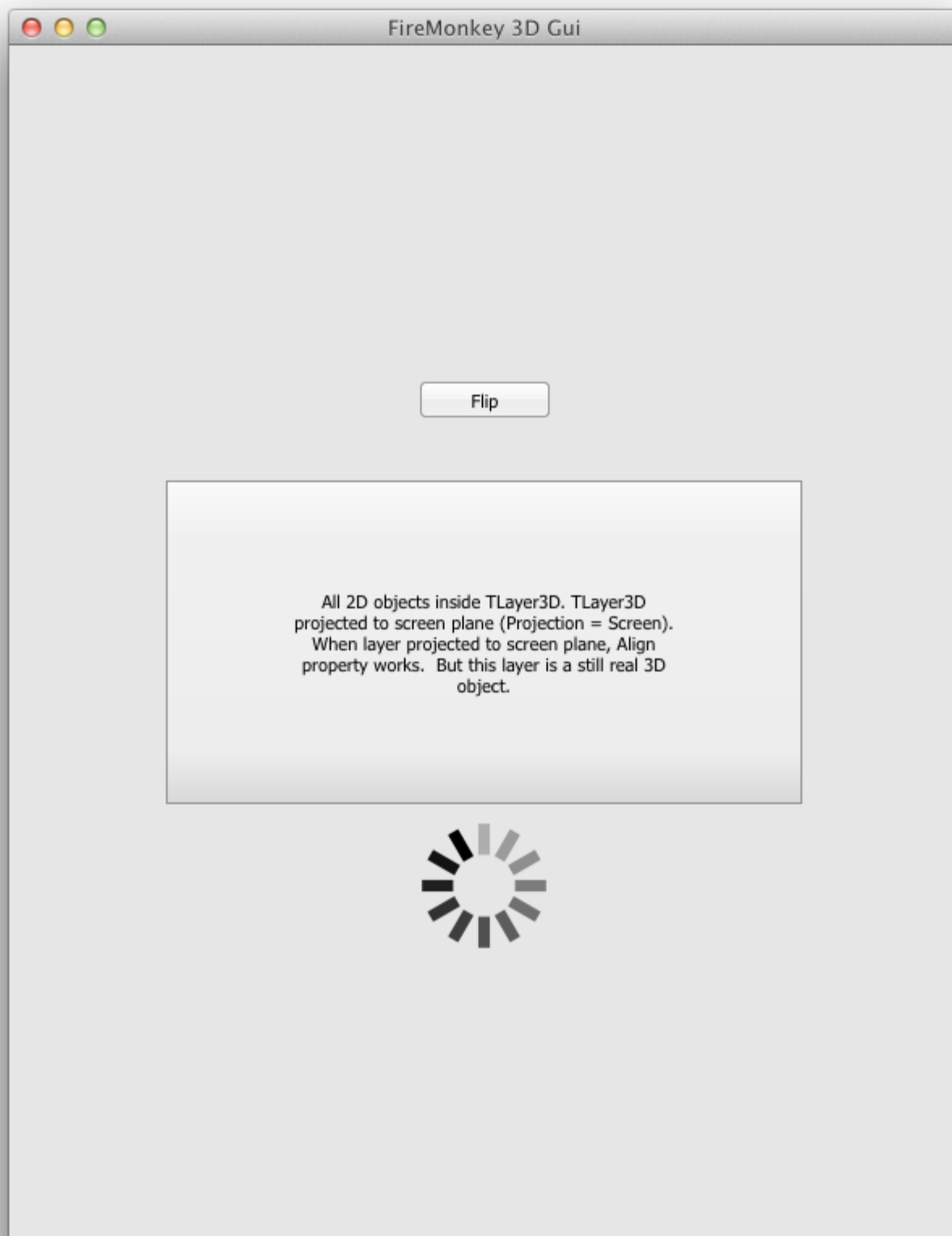


XE2 MacOSX FireMonkey Application Deployment (Step 2)

- You may use Test Connection to ensure that your details are correct
- Click Next >>, followed by Finish
- Select your new Remote Profile from the list (*e.g. My Mac Device as per the screenshot for Step 1*) and click OK

That's it! Your profile will be used for all MacOSX deployments by default (*unless you specify a different profile for specific projects*). Pressing F9 will deploy your application to your MacOSX machine (*presuming you have selected the OS X entry in Target Platforms on the Project Manager*), and you'll be able to debug your application from Delphi whilst it is running on your Mac!

Just because pictures speak louder than words...



FireMonkey 3D GUI Demo on OSX Lion

You can find the official PAServer documentation on [Embarcadero's Documentation Wiki](http://www.embarcadero.com/documentation).

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Author: [Simon Stuart](#)

Automation and Productivity Systems Specialist, Author of various Components, Libraries and Tools for Embarcadero Delphi, Embarcadero Technology Partner, Founder and CEO of LaKraven Studios Ltd, Father of 2 (+ 2 dogs), Credited Technical Editor, Seeker of peace!

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## 28 COMMENTS

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Glowgg

[September 3, 2011 at 5:12 am](#)

Hi,  
nice tutorial.

however, you don't need to run the pa\_server.exe on your development machine. You need this, if your development machine is 32bit. then you install the pa-server on a 64bit machine to remote debug your win-64bit app.

[Reply](#)

---

Simon Stuart

[September 3, 2011 at 10:03 am](#)

You're quite right, and that is quite a glaring omission on my part... I shall have to edit the article to reflect that!

[Reply](#)

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John

[September 3, 2011 at 7:58 am](#)

Nice article. I didn't have time to play with XE2 yet but I'm very interested to see that and try it for myself. I'm especially wondering about screen size and scrollbars between native win/mac and iPad or iPhone: does the interface scale to be exactly as designed ? Are scrollbars introduced over a certain form size ? Hopefully I'll have time soon 😊

On a side note, you might consider using 7capture for your Windows screen-shots as they are not as nice as the Mac ones: <http://www.7capture.com>

[Reply](#)

---

Simon Stuart

September 3, 2011 at 10:17 am

I haven't played enough with FireMonkey on the Mac to answer those questions yet... best bet is to grab the trial (if you haven't already) and give it a go yourself.

[Reply](#)

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Curious

September 3, 2011 at 9:00 am

Everyone is showing that Delphi can do basic controls in MAC but what about the main thing, how does it do with Cocoa, is there any example how to use the OSX API or the iOS API, using the camera, the accelerometer, copying a file ...

[Reply](#)

---

Simon Stuart

September 3, 2011 at 10:05 am

At this time, XE2 does not provide any Cocoa libs, however you should be able (theoretically at least) to produce your own Cocoa lib for Delphi if you really can't live without it. Personally I don't see the need for it!

[Reply](#)

---

Curious

September 3, 2011 at 3:23 pm

As I understand the Cocoa & CocoaTouch is the API for OS X and iOS, how can I access the device hardwares like camera and so or at least can you show me how I can copy a file using XE2 without using the Cocoa? I don't see how you can't see the need for it.

[Reply](#)

---

Simon Stuart

September 3, 2011 at 6:46 pm

I was of the belief that Cocoa was just the GUI/widgetset portion of MacOSX.

As regards demonstrating how to access things like the camera, I only have the Mac Mini (so no webcam built in). Personally I'm VERY new to MacOSX, let alone Delphi apps running on a Mac!

With that said, I've put a team together and we're starting up an entirely new website devoted to providing tutorials, guides and demos for Delphi (focusing heavily on XE2 and cross-platform). In the mean-time, I'd suggest StackOverflow would be the best bet for solving specific problems.

[Reply](#)

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Curious

September 3, 2011 at 6:52 pm

Thank you.

---

Simon Stuart

September 3, 2011 at 6:59 pm

You're welcome 😊

---

Phil

September 3, 2011 at 9:45 pm

If you're new to OS X and iOS development, you may find this series of short articles of value:

[http://web.me.com/macpgmr/ObjP/Xcode4/ObjP\\_Intro.html](http://web.me.com/macpgmr/ObjP/Xcode4/ObjP_Intro.html)

Thanks.

-Phil

---

Phil

September 3, 2011 at 9:41 pm

Yikes. See XE2 wiki:

[http://docwiki.embarcadero.com/RADStudio/en/Mac\\_OS\\_X\\_Application\\_Development#Mac\\_Objective-C\\_Frameworks](http://docwiki.embarcadero.com/RADStudio/en/Mac_OS_X_Application_Development#Mac_Objective-C_Frameworks)

“Cocoa” includes AppKit and Foundation frameworks, both of which are available.

One glaring omission is no Webkit framework – this provides Webview class, which can be used for Web browsing as well as rich text editing.

Thanks.

-Phil

[Reply](#)

---

Simon Stuart

September 3, 2011 at 10:18 pm

Funny you should mention WebKit....

I haven't announced yet but I've been developing a WebKit library for Delphi (Win32, Win64, OSX) for the last several months! It's been slow going (particularly WebKit on Windows, which is a freaking nightmare), but I suppose I could always just open the project up and let everyone chip in!

[Reply](#)

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Phil

[September 3, 2011 at 10:41 pm](#)

In iOS, UIWebView is part of the core UIKit framework, but in OS X, WebView is in its own WebKit framework. I think this indicates its increasing importance. Still, for it to be missing from the OS X units is quite odd – this is one of the first frameworks after AppKit and Foundation that programmers often use since it also support rich text editing.

Embarc has made a good start with these dozen or so frameworks, although there's about 60 more or so and if you need one of the others, nothing else will do.

Despite what the XE2 wiki says, several of these are not ObjC frameworks, but just plain C libraries. I haven't looked at the header files for all of them, but I would guess that's the case for most of the frameworks that have "Core" in the name.

What I can't find is any information about which of the 39 frameworks in iOS 4.3 are available. Unfortunately I don't have XE2 so I can't determine this for myself. But the almost complete lack of information about iOS development with XE2 is pretty breathtaking.

Thanks.

-Phil

---

Simon Stuart

[September 3, 2011 at 10:47 pm](#)

That's a very good question... and yes, I totally agree that the documentation from EMB is sorely lacking! Since I have access to do so, I'm going to start contributing heavily to the XE2 wikidoc!

As per the question, I'm going to send a few e-mails and see what I can find out in terms of assembling a "comprehensive list" of what is and is not available in terms of libs/apis/frameworks!

---

Deksden

[September 3, 2011 at 9:07 am](#)

Hi! Good article, but why you install paserver on win? IMHO-no need for this, only Mac should run PAServer))

[Reply](#)

---

Simon Stuart

[September 3, 2011 at 10:04 am](#)

Yes, I've made an error in this article.... you only need to install PAServer for Windows if you're developing on a 32bit system, and want to remotely debug 64bit applications on a different machine! About to edit the article to reflect this info

[Reply](#)

randy

September 3, 2011 at 1:49 pm

Hi , i followed all the steps , but i'm not able to run my app on MAC , when i take a look the PAServer \* in terminal windows in MAC \* i see this msg :

Starting Platform Assistant Server on port 64211.

>listen

listen

Process Control Server Started pid 34283 exe built Aug 23 2011

sentinelFun 34287

dyld: Library not loaded: @rpath/libcgunwind.1.0.dylib

Referenced from /User/mac/Applications/Embarcadero/PAServer/scatch-dir/randy-my mac device/Project1.app/Contents/MacOS/Project1

Reason: image not found

So please is there any step i missed ? and how to fix this .

many thanks

[Reply](#)

---

Simon Stuart

September 3, 2011 at 1:56 pm

Since I cannot replicate this issue (I'm presuming it might have something to do with OSX Leopard/Snow Leopard, but genuinely don't know) I recommend you follow the discussion here: <http://stackoverflow.com/questions/7271317/delphi-xe2-firemonkey-sample-app-not-running-on-a-mac>

[Reply](#)

---

RBS

September 3, 2011 at 3:07 pm

I have the same problem as Randy. Which version on MacOSX do you use ?

I have a macbook pro with MACOSX 10.5.8

Thanks

[Reply](#)

---

Simon Stuart

September 3, 2011 at 6:44 pm

I'm running MacOSX Lion (10.7 I think that is)

You guys should get a hold of Embarcadero Support to see if they have any pointers for you!

[Reply](#)

---

John Hansen

[September 9, 2011 at 9:58 pm](#)

The support for Mac OS X requires 10.6+. 10.5.x (Leopard) is not supported. See <http://dn.embarcadero.com/article/41513>

[Reply](#)

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Kyle Miller

[September 3, 2011 at 4:34 pm](#)

Nice work. Looks like a good entry to submit to the Delphi Doc Wiki.

[Reply](#)

---

Peter hoefsloot

[September 4, 2011 at 3:49 pm](#)

Hi RBS and Randy, the problem is in the icon. It is not available. If you specify another icon for the app it will build and run

[Reply](#)

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Pingback: [Esmamuljed Delphi XE2 Win32/64/OS X ...nice ! « Ingmar Tammeväli](#)

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nullart

[September 8, 2011 at 5:31 pm](#)

Thanks Simon! This is very helpful.

[Reply](#)

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Simon Stuart

[September 8, 2011 at 6:25 pm](#)

No worries! I'll type up the next illustrated guide for XE2 tonight 😊

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Pingback: [Delphi XE2 \(Delphi 2012\) 的 Lite 系列下载 | 愚人笔记|www.foolcode.com](#)

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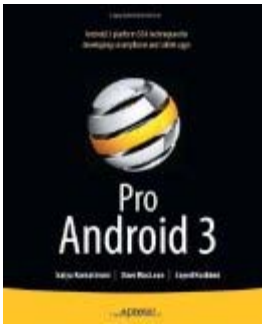
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#### LUA4DELPHI FUNDRAISER STATUS



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Current: £1552.00

TBC: £0.00

Deadline: October 15th 2011 (leaving just enough time for a pre-xmas release)

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Social Delphi - Complete Social Networking Component Suite (and platform) for Delphi

TKinect - Kinect integration for Delphi applications

DIST - Distributed Internet/Intranet Service Technology (includes the data-driven code generation wizard)

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