Update coretrace Makefile and test building on macOS 10.12 – fails

**../determineelementintersectionnew.cpp:149:19: error: assigning to 'int \*' from incompatible type 'bool'**

Intercept = false;

**^~~~~**

25 warnings and 1 error generated.

Update and build and test

Change false to 0 and true to 1 throughout determineelementintersectionnew.cpp

Coretrace builing

Test building SolarPilot

**^**

1 warning generated.

**../app/scripting.cpp:152:60: error: no member named 'ToStdString' in 'std::\_\_1::basic\_string<char>'**

std::string tname = lower\_case( cxt.arg(0).as\_string().ToStdString() );

**~~~~~~~~~~~~~~~~~~~~~~ ^**

**../app/scripting.cpp:210:60: error: no member named 'ToStdString' in 'std::\_\_1::basic\_string<char>'**

std::string tname = lower\_case( cxt.arg(0).as\_string().ToStdString() );

**~~~~~~~~~~~~~~~~~~~~~~ ^**

**../app/scripting.cpp:1000:59: error: no member named 'ToStdString' in 'std::\_\_1::basic\_string<char>'**

std::string type = lower\_case( cxt.arg(1).as\_string().ToStdString() );

**~~~~~~~~~~~~~~~~~~~~~~ ^**

**../app/scripting.cpp:1019:76: error: no member named 'ToStdString' in 'std::\_\_1::basic\_string<char>'**

pt.push\_back( cxt.arg(0).vec()->at(i).vec()->at(j).as\_string().ToStdString() );

**~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ^**

**../app/scripting.cpp:1070:59: error: no member named 'ToStdString' in 'std::\_\_1::basic\_string<char>'**

is\_returnloc = lower\_case( cxt.arg(2).as\_string().ToStdString() ) == "location";

**~~~~~~~~~~~~~~~~~~~~~~ ^**

Use wxString wxname = [variable].as\_string();

Then use wxname.ToStdString()

Builds without error and then have issues with several appends and hash items: Undefined symbols for architecture x86\_64:

"lk::vardata\_t::assign(std::\_\_1::basic\_string<char, std::\_\_1::char\_traits<char>, std::\_\_1::allocator<char> > const&)", referenced from:

\_sp\_var(lk::invoke\_t&) in scripting.o

"lk::vardata\_t::hash\_item(std::\_\_1::basic\_string<char, std::\_\_1::char\_traits<char>, std::\_\_1::allocator<char> > const&, lk::vardata\_t const&)", referenced from:

\_detail\_results(lk::invoke\_t&) in scripting.o

\_optimize(lk::invoke\_t&) in scripting.o

"lk::vardata\_t::hash\_item(std::\_\_1::basic\_string<char, std::\_\_1::char\_traits<char>, std::\_\_1::allocator<char> > const&, std::\_\_1::basic\_string<char, std::\_\_1::char\_traits<char>, std::\_\_1::allocator<char> > const&)", referenced from:

\_summary\_results(lk::invoke\_t&) in scripting.o

"lk::vardata\_t::hash\_item(std::\_\_1::basic\_string<char, std::\_\_1::char\_traits<char>, std::\_\_1::allocator<char> > const&, double)", referenced from:

\_detail\_results(lk::invoke\_t&) in scripting.o

\_optimize(lk::invoke\_t&) in scripting.o

ld: symbol(s) not found for architecture x86\_64

and line 498

// r.vec()->at(i).vec\_append( \*hels->at(i)->getMasterTemplate()->getHeliostatName() );