

## CrystaX NDK - Bug #863

### libgccunwind never gets built on darwin

01/14/2015 05:27 PM - Alexander Zhukov

<b>Status:</b>	Closed	<b>Start date:</b>	01/14/2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Alexander Zhukov	<b>% Done:</b>	100%
<b>Category:</b>	build	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	10.1.0	<b>Android version:</b>	
<b>CPU Architecture:</b>		<b>CrystaX Version:</b>	
<b>Host OS:</b>	Mac		
<b>Toolchain:</b>			
<b>Description</b>			

#### History

**#1 - 01/14/2015 05:33 PM - Alexander Zhukov**

- Priority changed from Low to Normal

**#2 - 01/15/2015 02:32 PM - Alexander Zhukov**

- Status changed from Open to Closed

- % Done changed from 0 to 100

**#3 - 01/15/2015 04:41 PM - Alexander Zhukov**

- Status changed from Closed to Open

- % Done changed from 100 to 0

**#4 - 01/15/2015 04:42 PM - Alexander Zhukov**

- Target version set to 10.1.0

**#5 - 01/15/2015 04:42 PM - Alexander Zhukov**

- Status changed from Open to In Progress

**#6 - 01/15/2015 04:42 PM - Alexander Zhukov**

- Assignee set to Alexander Zhukov

**#7 - 01/15/2015 06:29 PM - Alexander Zhukov**

- Status changed from In Progress to Closed

- % Done changed from 0 to 100