Subject: Re: best way to draw text/fonts on MacOS from C/C++
Posted by mirek on Sun, 24 Jul 2011 08:06:02 GMT
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Quote:
Modern x86_64 apps apparently need to use Cocoa
only for non-drawing functions, and to create the
graphics context and associate it with a window
(and this must be done in Objective-C/C++).
The .mm file and -framework Cocoa
needs to be passed into gcc, maybe as a post build
step in UPP. I will try this out.

Actually, I believe we should rather teach theide to recognize .m/.mm files (should be simple) and put -framework options to linker step (can be done in Package oraganizer now).

We should bind adding -framework and the whole conditional compilation for MACOSX as "MACOSX" flag. Later, it will be "host flag" added automatically (just like WIN32 or LINUX are now).

So I see this as next step:

- investigate how minimal Cocoa application looks like - it is enough to display "Hello world" in otherwise emtpy window (view?), preferably without the presence of .nib files

- this can be developed and tested in XCode

- then make theide compile this app

Quote:

fl_cocoa.mm window, event, kybd, mouse, dnd code
Objective-C++ (3500 lines)
mac.H header mapping FLTK to mac functions
fl_font_mac.cxx font/text info & drawing code in C++

FLTK does not use any high-level widgets on any platform;
it works a lot more like UPP, and draws itself whatever
is needed from basic 2D elements: polylines/polygons,
images/pixmaps, and text/fonts. So, for these
reasons I recommend taking a look at it.

Dave

This is a good find. Looking at FLTK might be a good kickstart...

Mirek
