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Subject: Re: upp-cocoa CtrlCore skeleton package to play with

Posted by [fudadmin](#) on Tue, 13 Mar 2012 21:26:08 GMT

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As requested by Tom1 in another topic:

updated UNS package. Place eg in upp-cocoa. Should work on gnustep and mac.

Test like this:

```
#include <UNS/UNS.h>
```

```
using namespace Upp;
```

```
#define LLOG(x) LOG(x)
```

```
int main(int argc, const char *argv[])
{
    StdLogSetup(LOG_CERR);
    UppCocAutoReleasePool pool;
    LLOG("starting main");
    // UppCocApplication app;
    CocWnd w;
    Rect r = RectC(0,0,300,300);
    CocWnd::CreateApp();
    w.CreateWnd(r);
    CocWnd::RunApp();
    LLOG("after cocoa run");
    return 0;
}
```

EDIT: UNS.zip updated for windows gnustep

To test compiling the flag should be just:

COCOA USEMALLOC

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## File Attachments

1) [UNS.zip](#), downloaded 500 times

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