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Subject: Re: Porting (Mac OS X) and "reference application" idea

Posted by [mirek](#) on Sun, 14 Sep 2008 15:37:50 GMT

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captainc wrote on Sun, 14 September 2008 09:08luzr wrote on Thu, 17 May 2007 11:35I have an idea how to speed-up the porting (MacOS X now, be it is general).

The most time consuming part of problem is to find out all the information about implementing required things on target platform, something that developer that knows the platform would find primitive. OTOH, target platform guru's are unlikely to know about U++ implementation details.

So my idea is to create "reference application" that will contain all the function for minimal (and perhaps later, advanced) target platform support.

Target platform guru will reimplement this application (using the most straightforward way) and submit the code, which will serve as great boost to development speed (sort of U++ oriented knowledge base).

Thoughts?

Mirek

I think this was a great idea. Was there any progress with it? What are we doing about Mac support? I think supporting Mac is necessary to get Mac developers to use and work on U++.

Unfortunately, I am afraid, for the time being, Mac stalled. I think Carbon EOL was the final hit...

Mirek

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