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

Posted by [mirek](#) on Tue, 16 Sep 2008 08:57:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

bytefield wrote on Tue, 16 September 2008 04:48luzr wrote on Tue, 16 September 2008 11:33Mac HW is the least problem here...

Mirek

Then the lack of MacOS programmers?

IMO, lack of Core U++ developers as well....

The problem is that this requires both deep MacOSX knowledge AND deep U++ knowledge...

Quote:

Seems no one is interested to port Upp to MacOSX... is that because of Objective-C or the upp core developers don't use Mac at all.

IMO, both...

Quote:

I know that MacOS is the second programs market after Windows(here in Europe, i don't know in USA)

In my country, there is IMO much more Linux related programming *jobs* than MacOS programming jobs. Basically, any ISP needs Linux programmers. Who needs OSX coders?

MacOSX is used by graphics, but they do not need any software developemnt...

AFAIK, in USA situation mich be much different, Apple has much deeper market penetration.

Quote:

So the question is, should we have interest in MacOS platform?

Definitely. But other things have priority now....

Mirek
