Subject: Re: Porting (Mac OS X) and "reference application" idea
Posted by cbpporter on Tue, 16 Sep 2008 09:06:27 GMT

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bytefield wrote on Tue, 16 September 2008 11:48
Then the lack of MacOS programmers? 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. I've never used a Mac and i don't know when i will use one, because i'm felling good using x86 platform with Linux and Windows. I know that MacOS is the second programs market after Windows(here in Europe, i don't know in USA) but i don't bother to make programs for it because MacOS have just a small amount of market.
So the question is, should we have interest in MacOS platform? Maybe others outside of Europe and better informed can give some hints.
I think that it is about the lack of MacOS developers. Objective-C si not that hard, but still, you can't just read a little about it and expect to write anything meaningful. You need some experience, and I think that a lot of people would rather avoid having to learn a new and relatively useless (except for Mac) programing language.

And even if you know ObjectiveC, it will take some time before you get a basic window and message system running, and you also must be able to integrate it into CtrlCore. That's why it would be the best if someone who knows Cocoa and someone familiar with CtrlLib implementation work together. So basically one does a straightforward Cocoa minimal application, like you would find in a tutorial, and the other then tries to adapt if for CtrlLib.

Too bad that Carbon is outdated .

And of course these people need Macs. Anybody successfully emulated a Mac?