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

Posted by [andrei_natanael](#) on Sat, 07 Nov 2009 20:11:54 GMT

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koldo wrote on Sat, 07 November 2009 14:44Hello all

I do not know about Mac programming, but this sound strange to me:

Quote:So I was also thinking to do some Mac Programming. But as I realized that the native language is there Objective-C. I was wondering how to port then something in U++ ?

So just searching a little bit I have found that in Mac it is used Xcode Tools

(<http://developer.apple.com/tools/>), previously named Apple DevTools, including Mac versions of gcc, gdb and make, here http://developer.apple.com/tools/gcc_overview.html

Best regards

Koldo

Hi Koldo, i'm not a Mac programmer but recently i've looked over programming topics for mac on internet (especially apple site). There was possible to write GUI in C/C++ for MacOS using Carbon library but Apple dropped it and new library Cocoa is only Objective-C. It may sound strange but Objective-C is really used to do programs for macs

I know you can mix C/C++ with Objective-C/C++ and up to some point Objective-C is pure C, then the differences comes. We have to use Objective-C mixed with C/C++ to create an interface which could get used by upp CtrlCore. Btw, we may get some inspiration by looking at Qt code .

This year(2009-2010) i will be a graduated student, Bachelor of Mathematics-Computer Science (i hope i wrote this correct) and my thesis is about cross-platform GUI and i'm writing a Chameleon like library for Windows, Linux(KDE or Gnome or both) so if i'm not failing at doing that than i will try to port it to macos too after exams and if it's good enough maybe upp will adopt it

P.S.: your last link should point to http://developer.apple.com/tools/gcc_overview.html (without dot at the end of the link)
