
Subject: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)

Posted by [kohait00](#) on Fri, 02 Jul 2010 08:19:05 GMT

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hi folks

i just took a brief look on sdl again, and in some other posts here the idea of porting upp to Mac world has stucked a bit. to push it a bit, here is an idea..

why not porting to sdl first, which would support MacOSX and many other platforms at once as well, and then, little by little...to platforms natively (even framebuffer, as stated in some of my other posts). SDL programs can be compiled in Upp already, but standalone ofcourse..

here is some quote again from libsdl.org

Quote:

SDL supports Linux, Windows, Windows CE, BeOS, MacOS, Mac OS X, FreeBSD, NetBSD, OpenBSD, BSD/OS, Solaris, IRIX, and QNX. The code contains support for AmigaOS, Dreamcast, Atari, AIX, OSF/Tru64, RISC OS, SymbianOS, and OS/2, but these are not officially supported.

SDL is written in C, but works with C++ natively, and has bindings to several other languages, including Ada, C#, D, Eiffel, Erlang, Euphoria, Guile, Haskell, Java, Lisp, Lua, ML, Objective C, Pascal, Perl, PHP, Pike, Pliant, Python, Ruby, Smalltalk, and Tcl.

SDL is distributed under GNU LGPL version 2.

RFC

PS: we at leas could take a look ad SDL in terms of how they bind with Objective C.. but i dont know exactly to *what* SDL bind, to the older Carbon API or the newer Cocoa API from MacOSX.

PSS: it would ne no great deal i think, becasue SDL offers just about same terms of interface, messageque and a blit surface, to which a SystemDraw could paint..

--> like always, RTFFAQ helps

<http://www.libsdl.org/faq.php?action=listentries&category=7>

so seams like SDL supports the Cocoa API already. best for us

will there be a licence issue if we get "inspiration only" from LGPL code related to MacOSX in SDL (LGPL). is that considered derived work?
