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

Posted by [kohait00](#) on Thu, 26 Aug 2010 09:03:45 GMT

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

there is a core layer, called 'quartz' which could be used, without the need to have objective c++, trying to find out what we need for..but we wouldnt need cocoa..

Quote:

Introduction

Quartz 2D is an advanced, two-dimensional drawing engine available for iOS application development and to all Mac OS X application environments outside of the kernel. Quartz 2D provides low-level, lightweight 2D rendering with unmatched output fidelity regardless of display or

the final destination when you use the Quartz 2D application programming interface (API) for drawing.

The Quartz 2D API is easy to use and provides access to powerful features such as transparency layers, path-based drawing, offscreen rendering, advanced color management, anti-aliased rendering, and PDF document creation, display, and parsing.

The Quartz 2D API is part of the Core Graphics framework, so you may see Quartz referred to as Core Graphics or, simply, CG.

<http://developer.apple.com/mac/library/documentation/GraphicImaging/Conceptual/drawingwithquartz2d/Introduction/Introduction.html>

and: it's not to be mixed with QuickDraw API, which *is* deprecated, but quartz is a replacement for it.. cocoa partly uses it as far as i know, but mainly it uses opengl directly..

i have a test program here drawing stuff on screen with quartz, my chief bought a mac shortly, we are experimenting and really considering porting.

anyone with infos on it please post..
