

---

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

Posted by [fudadmin](#) on Thu, 11 Nov 2010 10:56:28 GMT

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

---

I moved this topic here from "U++ developers corner" partly because:

luzr wrote on Thu, 17 May 2007 16:35I have an idea how to speed-up the porting (MacOS X now, be it is general).

The most time consuming part of problem is to find out all the information about implementing required things on target platform,  
[...]

Thoughts?

Mirek

And this topic contains some useful info. Maybe it would be a good idea to create a sticky topic containing a concentrated, most relevant objective-c++ snippets collection with info and links aka "U++ porting aqua resources"?

jeremy\_c wrote on Sun, 29 August 2010 01:36Is anyone working on an OS X port? [...]

Jeremy

Regarding "reference application". Maybe a good idea would be to start with upp SystemDraw (the first thing doesn't compile with Xcode) using Quartz/CoreGraphics CGContextRef (easier and gives clipping rectangles capabilities) or Cocoa NSGraphicsContext (need info about clipping rectangles...)?

P.S ConsoleDraw (Draw, Painter, PdfDraw ...) compiles with Xcode and works.

---