Subject: Re: Porting (Mac OS X) and "reference application" idea
Posted by mirek on Sun, 21 Nov 2010 17:03:58 GMT
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fudadmin wrote on Thu, 11 November 2010 05:56
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...)?

Definitely.

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

Well, good news there!

Mirek