Subject: CtrlCore on Mac - xcode files and video
Posted by fudadmin on Wed, 29 Dec 2010 18:55:43 GMT
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Not much but some progress!

There are 2 zips for mac inside the attached zip - minimum required uppsrc packages with some changed defines in Core etc. and the heavily modified CtrlCore.
If you dont want to edit xcodeproj files, then I would suggest to put them into /Users/Shared/upp and then unpack. You should get:
1. /Users/Shared/upp/uppsrc - filled with minimal set of upp packages Core, plugin, Draw etc..
2. /Users/Shared/upp/xcode/uppsrc - filled with xcodeproj files.

You should only need to start CtrlCore.xcodeproj, others should compile and link as dependancies.

Try and leave your questions and comments here, please - at least I would now how much someone would be interested and able to help.

P.S I think, upp mac apps without nib files will be better than Qt's ...
P.P.S
http://www.youtube.com/watch?v=5HMWQzJ4HQo
(Sorry, the sound after uploading somehow vanished.)

Aris

EDIT: Use "Release" mode in Xcode even for debugging. Debug mode needs more tweaking in Core.
Also, you will/might need to rename unzipped file dirs. See at the top.

File Attachments

1) CtrlCoreMac1.zip, downloaded 819 times