Subject: Re: CtrlCore on Mac - xcode files and video
Posted by fudadmin on Thu, 30 Dec 2010 13:17:24 GMT

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It's CtrlCore and dependancies for Xcode at early development stage with some limited capabilities like TopWindow where e.g you can draw some lines but it gives you a good start for porting.
Next steps would be (in no particular order):
1. Other Draw methods
2 ImageDraw
3 DnD
4 Clipboard/Pasteboard
5 Events loop and processing
6 Keyboard shortcuts/scan keys
(guesstimate with my current availability - 1 week each + other things)
after that, I guess, excluding file dialog, CtrlLib should compile.
It would be nice if someone could come forward to cooperate in this area.