
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.
