Subject: Re: CtrlCore on Mac - xcode files and video
Posted by fudadmin on Thu, 06 Jan 2011 10:53:01 GMT
View Forum Message <> Reply to Message

Too keep you updated and share my progress:

fudadmin wrote on Thu, 30 December 2010 13:17It'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.

The steps mentioned above not yet implemented but CtrlLib with some reduced functionality
compiles and links.
Upp Painter works with SetSurface and NSImage
I hope to update my repo in a few days time (made a lot of a mess...)

A question to all: Would theide work with just painter ctrls?