
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?
