
Subject: Re: Porting (Mac OS X) and "reference application" idea

Posted by [mirek](#) on Tue, 05 Jul 2011 19:42:51 GMT

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kohait00 wrote on Tue, 05 July 2011 10:41 seems as if Quartz 2D has similar drawing mechanisms like Upp. id defines a Drawing context, which finally is rasterized when the final resolution is available. so, porting *should* be generally not too complicated.

..besides, you only need to implement DrawRect, DrawText and DrawImage to run e.g. theide...

Mirek
