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

Posted by [kohait00](#) on Tue, 05 Jul 2011 20:17:45 GMT

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Who,s willing to start the experiment? Imagine the kind of boost for ultimate beeing able to run natively on win32/posix/macos/sdl/framebuffer...

This can be a key feature especially for embedded systems, it,s quite hard to start with qt, fltk is outdated and pretty ugly, picogui has ceased devolpment, xserver or fbcon are complicated to implement in ES, and here comes upp, one tool for all the needs..even adaptable to a custom backend..

EDIT: this one is a central source..

<http://developer.apple.com/library/mac/#documentation/GraphicsImaging/Conceptual/drawingwithquartz2d/Introduction/Introduction.html>

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