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Subject: Re: possibly working theide on Mac OS X using tiny mods to UNIX dist  
Posted by [daveremba](#) on Fri, 08 Jul 2011 00:32:51 GMT

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yes, it runs an X11 emulator over MacOSX.  
But I am finding some visual problems with the  
example applications. More info to follow ...

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There are two problems with drawing that I can see:

1. buttons are flat (there is no border)
2. the area behind menus and certain controls shows  
an uninitialized bitmap (a backing store problem?)

Does not having GTK matter? (I think not).  
There is a beta GTK for MacOS (Gimp uses it).

Either these draw problems could be tracked down in  
the X11 draw code, or the approach taken by some  
other frameworks is to draw using OpenGL.  
In either case dealing with fonts is a hassle.  
In the current implementation using X11 it already  
done, so that's a plus.

So maybe the first step is just to fix the current  
X11 draw problems, and I think that will give  
a usable U++ on MacOS.

p.s.

I do not think the nice rounded buttons of the Apple UI  
will be achieved through Quartz 2D; Cocoa would have  
to be used instead (using the C to Obj-C bridge).  
This also seems pretty involved, and some developers  
here started on that.

Also layout might be slightly different between  
square Windows/Linux buttons and Apple buttons.

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