
Subject: Re: possibly working theide on Mac OS X using tiny mods to UNIX dist
Posted by [mirek](#) on Fri, 08 Jul 2011 06:21:26 GMT

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daveremba wrote on Thu, 07 July 2011 20:32yes, 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)

Sounds like missing call to ChStdInit...

Quote:

Does not having GTK matter? (I think not).

There is a beta GTK for MacOS (Gimp uses it).

Well, I think installing GTK on Mac for now is worth trying.

I believe that following steps need to be achieved while developing U++/MacOS:

- Get theide working in MacOS / x11
- Alter theide so that it is capable of building Cocoa apps
- Develop SystemDraw. One particular complication there could be font metrics - not sure whether MacOSX is using freetype in base system
- Develop base CtrlCore
- Develop clipboard, drag&drop
- Develop MacOSX chameleon. Or maybe just a skin - not sure now how much skinning is usual on MacOSX

Quote:

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).

If you can DrawImage, you can draw rounded buttons

