Subject: Re: possibly working theide on Mac OS X using tiny mods to UNIX dist
Posted by daveremba on Sat, 09 Jul 2011 01:36:30 GMT
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OK, here's where things are at:

- Get theide working in MacOS / x11

this is done - theide seems to work properly.
I can build apps, the editor works, the compiler,
linker, disassembler, package manager, menus,
all work correctly.
A generated Makefile for standalone building also
works correctly.
Also, internal debugging works.
Very little changes were necessary to the 3211
release to get to this point.
The NOGTK and OSX11 flags are needed for all
projects to build.
(how can this be made a platform default?)
External debugging does not work - Zero debugger is not installed.
Opening an external shell does not currently work.

fixing button & menu problems:

Problem does not happen in theide, only in
built applications (all).
I'll check for a missing call to ChStdInit.
Thanks.

- Alter theide so that it is capable of building Cocoa apps

well, Cocoa uses MVC pattern and will need a
C to Obj-C bridge. Not sure if this is an easy path.

Xcode writes out a NIB file; there used to be a
tool called nib2cib for just such purposes.

Another (inferior) path is to use Xcode to develop UI,
and provide access to UPP as a library (but then
code is not portable).

- Develop SystemDraw.
One particular complication there could be font metrics - not sure whether MacOSX is using freetype in base system

you mean SystemDraw for Cocoa apps?

SystemDraw I think works
correctly for X11 apps (except for the flat button
and menu problems listed above on build apps).

- Develop base CtrlCore

again, for Cocoa via Obj-C bridge?

the various widgets in CtrlCore seem to draw correctly
inside the layout editor. If they appear correctly
in theide, I think they also would work and appear correctly
in built applications?

- Develop clipboard, drag&drop

the functionality you have now for Linux/X11
should also work in MacOS/X11, but I'll test
with other applications; e.g. text pasted
to/from another application. I think it will
work under X11

- Develop MacOSX chameleon.
Or maybe just a skin - not sure now how much skinning is usual on MacOSX

unlike Windows and Linux, MacOS doesn't really
support different themes - there is a single
Apple "look and feel".

probably getting the Apple look will only work through a
Cocoa application.
Also, the X11 emulator is very basic, and has a minimal
window manager.

For example, separate applications do not appear
switchable with ALT-TAB (all the X apps currently
running are grouped under the X server process).
Apps are separate processes at the OS level,
but at the Apple UI "Finder" like Windows "Explorer"
individual X11 apps are not directly accessible.
So that would be a another good reason to
get a native Cocoa path working.

...

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

Mirek

yes, that would make the app look better.
Thank you for your reply.

Dave
