Subject: Re: possibly working theide on Mac OS X using tiny mods to UNIX dist
Posted by mirek on Sat, 09 Jul 2011 06:36:38 GMT

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

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

Well, there is at least one 'proof of concept' - if uncertain, look at how Firefox manages it

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

[i]you mean SystemDraw for Cocoa apps?

Yes.

Quote:
- Develop base CtrlCore

[i]again, for Cocoa via Obj-C bridge?

Yes.

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

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

That is very good. In that case, all we need is to make some screenshots

Quote:
probably getting the Apple look will only work through a
Cocoa application.

You can get Apple look for U++ even in Win32 quite easily...

Quote:
individual X11 apps are not directly accessible.
So that would be a another good reason to
get a native Cocoa path working.

Obviously, by MacOSX support I mean "native" support, which means Cocoa...

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).

Actually, perhaps we do not even need bridge. Obj-C++ is still C++, right?

Mirek