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

Posted by [daveremba](#) on Mon, 11 Jul 2011 04:52:46 GMT

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Hi, I'm new to UPP, so I'll pose some basic questions for discussion below.

I have some time and knowledge of the MacOS, C++, etc. and would consider helping with a more complete port of UPP to Mac.

It would help to get some direction/discussion from the UPP community.

Also, are there any other developers on MacOSX who would work on this??

What is the interest level in a MacOS port of UPP?

I got a port working of TheIDE on MacOSX, and the example apps run, but under an X11 emulator, and do not have the Apple look and feel. This of course is expected.

There is some remaining work to fix a couple of problems with buttons and menus. But in any case this is a quick and crude port, and its main value is that TheIDE itself does run and could be used as an alternative to Xcode.

Xcode is the Apple equivalent of MS Visual Studio, or KDevelop, etc. It generates code for MacOS, iPhone, and iPad. It has a simulator for the mobile devices (like Android). One works mainly in Objective-C.

Xcode generates a .nib file, similar to the UPP .layfile, from another tool called "Interface Builder".

Attached are snapshots of the "widgets" available in Xcode IB for iPhone and MacOSX.

Some questions to consider:

What kind of port would be reasonable and useful to the UPP community?

Probably reinventing

the entire Apple tool chain is not desirable.

is there a 1:1 correspondence of widgets to UPP?
(probably not)

The UPP community would want an app that runs on Linux and Windows to look similar, but also conform to Apple look and feel, right?
(without much or any re-coding effort, like Qt etc, but a better result than Qt)

There are several technical paths to chose from;
and picking the best one depends on what the community expects from a porting effort of UPP to Mac.

So a useful first step, I would ask readers to please look at the attached widgets, and provide some comments as to which ought to be connected to UPP, and which are "out of scope" (at least for a first port). (widgets are in messages that follow)

There is at least a basic correspondence of menus, buttons, tabs, etc. There are quite a few button styles on MacOS however.
You can also see some specialized containers that Apple provides for OpenGL, Quicktime, PDF, and choosers for time, date, options, etc. (particularly for iPhone they look quite different from UPP).

I saw that another developer, Aris (fudadmin), did a port of the vector and image drawing tools in UPP.
I downloaded that Xcode project also.

off-topic:

A universal mobile UI framework that claims 1 million developers for mobile devices and that I'm working with is Sencha, which runs in Javascript.

The library is called ExtJS. Here is the link:
<http://www.sencha.com/products/extjs/>

Sencha currently lacks a good data-object connection to server (Direct-EXT is incomplete).
I recommend UPP developers take a look at it,

how might it relate to the Rainbow (or future UPP) projects?

For another project, I am considering using UPP for the server backend (since it is so fast compared to PHP, and a much better language (C++ & good design) compared to PHP). I'd need JSON/REST in UPP to get my project working however.

Any comments on this would be appreciated (maybe in another thread).

Thanks,

Dave

Xcode Interface builder widgets (Cocoa library) are attached as 4 replies to this post.
