Subject: Re: Porting (Mac OS X) and "reference application" idea
Posted by kohait00 on Mon, 11 Jul 2011 07:34:34 GMT
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thanks for providing some insight..

the level of porting upp would be 'native', grabbing a spot of screen or a main window, and beeing able to draw on it. this can start off with the X11 based theIDE port, but it should end with a full rainbow complaint (see uppsrc/rainbow) port of the underlying structure. everything in between is sort of implementation detail

concerning the widgets: upp has its own set of wifgets, so we don't need to mess around with the macos stuff at all, this is also the beauty of crossplatform.. an almost-macosx style of the upp widgets can be obtained with the skinning mechanism in upp. you already are able to have macos style in upp apps in windows..

so the basic thing is:

* implement the SystemDraw interface, which redirects the corresponding drawing operations (like DrawRect, DrawLine) to the native drawing contexts of macos.

* implement the mouse processing to translate the received mouse handling from macos to upp and have upp process it.

* implement the keyboard processing, translate the received key actions from macos to upp and have upp process it.

* when this quite works, stuff like copy/paste, drag/drop etc. can be handled (with macos means).

i'm novice in mac stuff (actually have done nothing with it, besides some research in the web for quartz port). but i will try to help. since MACOSX port of UPP would be a MAJOR boost for upp, and our company would HIGHLY apriciate, we have audio controlling software coded in upp, customers have windows, linux, AND ofcorse macos, and need to run it in simulaters. i'm a bit into the porting stuff (not too much though), porting to linux native framebuffer and SDL. so the process is comparable. but it this case, you have main windows of macos (which should map to TopWindow), and i have a single sheer of buffer which is esier..