Subject: Re: Porting (Mac OS X) and "reference application" idea
Posted by mirek on Wed, 13 Jul 2011 06:14:33 GMT
View Forum Message <> Reply to Message

daveremba wrote on Tue, 12 July 2011 18:15
3) Objective-C++ approach - develop in Xcode
implement low level drawing, window, and
event code using Obj-C calls into MacOS (probably low level
Cocoa calls) hooked into SystemDraw
and other UPP libs.
(probably the most work, but maybe the
best visual result, and flexible towards
more compatbility with Apple in the future).

Well, my intention actually was:

Objective-C/C++ approach - develop in TheIDE (X11).

So the steps are: Get TheIDE running in X11, investigate what is needed to be done to TheIDE
build process to achieve _minimal_ cocoa application support, then use TheIDE to develop Cocoa
based backend. Obiouslu, it is not important for macosx11 theide to look and feel native...

Of course, I can imagine that before we have Cocoa building X11 theide, somebody else can use
xcode to start develop SystemDraw.

But I guess having theide is essential, as we need package/assembly system to do any
reasonable development with U++ sources.

(That said, my immediate next plan after rainbow is "true" umake, one not requiring GUI to build
apps, but that is another matter).