Subject: Re: Rainbow, first iteration
Posted by daveremba on Mon, 18 Jul 2011 23:56:10 GMT
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For the MacOSX port, after looking at Rainbow,
I was thinking of using OpenGL for drawing,
and a small amount of Cocoa only for
window creation and events/input. I am not sure yet,
but you've already done the OpenGL work in Rainbow and
it ought to be portable. (so maybe much less need
for Cocoa code in Objective-C and mixed compiling
and linking)

Also, on SVN, what is uppsrc2, and uppdev?

Dave