

---

Subject: Re: Rainbow, first iteration

Posted by [mirek](#) on Tue, 19 Jul 2011 08:33:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

daveremba wrote on Mon, 18 July 2011 19:56 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)

Not sure about OpenGL. I guess it should not be THAT hard to implement DrawText, DrawRect and DrawImage in Quartz2D...

Besides, the main problem is DrawText and font management - and there is no support for them in OpenGL.

Quote:

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

uppsrc2 is a place where obsolete packages are moved.

uppdev is a place for "development packages", either tests or new packages being developed.

In short: you can ignore both

Mirek

---