
Subject: Re: Rainbow, first iteration

Posted by [daveremba](#) on Wed, 20 Jul 2011 04:17:46 GMT

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Are there more font capabilities needed beyond the choices in the layout editor?

Quote: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.

There are some font support libraries for OpenGL: basic support in GLUT, some newer libraries for the gamers, and an older one for FreeType: <http://oglft.sourceforge.net/>

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I'm continuing to look also at Qt, wx, and Firefox. They solve the problem of late-binding in Objective-C and avoid the NIB file (static layout).

If anyone is curious, here is a link to an Apple man page explaining Cocoa as it relates to the OS architecture.

As far as mixing Cocoa and C++ that is certainly do-able, even from UPP theide by adding some options to gcc:

```
gcc main.m cocoa_testAppDelegate.m -framework Foundation -framework Cocoa -o test
```

Cocoa apps also want to be wrapped in a folder called a "bundle" with an info.plist XML file that defines it to be an "app" to MacOSX. Xcode makes one when apps are built, and bundle could also be built as a post-processing step in theide.

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Lastly, what is chameleon? Theme-related? For example, how does one change the background or default color of controls in the layout?

Dave

File Attachments

1) [fonts_pick.png](#), downloaded 1265 times

