Subject: Re: Rainbow, first iteration
Posted by daveremba on Wed, 20 Jul 2011 04:17:46 GMT

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 architecure.

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_test1AppDelegate.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 847 times