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Subject: Re: best way to draw text/fonts on MacOS from C/C++

Posted by [mirek](#) on Tue, 26 Jul 2011 05:11:31 GMT

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daveremba wrote on Tue, 26 July 2011 00:11 Regarding:

Quote:- investigate how minimal Cocoa application looks like - it is enough to display "Hello world" in otherwise empty window (view?), preferably without the presence of .nib files

1. build the minimal app is easy, gcc on Mac knows how to handle and link the file types without any unusual flags (although one can get fancy and specify architectures for "universal binaries" etc.)

The following command works, to mix a C main file have it start an objective-C Cocoa application:

```
gcc main.c main.m cocoa_test2AppDelegate.m -framework Cocoa -o cocoa_test2_bundle.app/Contents/MacOS/cocoa_test2
```

theide code editor will load the .m files after I set the filter to All Files.

Easy or not, I still see as a good next step producing source code for that app, then adjusting theide to build it...

Mirek

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