
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  
the 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
the code to build it...

Mirek
