Subject: Re: best way to draw text/fonts on MacOS from C/C++
Posted by mirek on Wed, 27 Jul 2011 08:15:38 GMT

daveremba wrote on Wed, 27 July 2011 02:12Here is the minimal app from the Xcode template
for a Cocoa MacOS application:

```
// this code creates a top level window, and draws whatever is in the nib file
// if there is no nib file, the app will draw nothing and no top window appears
// Xcode template puts this code into three files, but they can be merged into one .m file:

#import <Cocoa/Cocoa.h>
int main(int argc, char *argv[])
{
   return NSApplicationMain(argc,  (const char **) argv);
}

@interface cocoa_test2AppDelegate : NSObject <NSApplicationDelegate> {
   NSWindow *window;
}
@property (assign) IBOutlet NSWindow *window;
@end

@implementation cocoa_test2AppDelegate
@synthesize window;
// The @synthesize directive automatically generates the setters and getters
- (void)applicationDidFinishLaunching:(NSNotification *)aNotification {
 // Insert code here to initialize your application
}
@end
```

and this file must exist:
 cocoa_test2_bundle.app/Contents/Resources/English.lproj/MainMenu.nib

 Could we do without nib eventually?