Subject: Re: best way to draw text/fonts on MacOS from C/C++
Posted by fudadmin on Mon, 05 Sep 2011 12:35:53 GMT
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mirek wrote on Wed, 27 July 2011 09:15daveremba 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?

Yes. As I said in this post http://www.ultimatepp.org/forum/index.php?t=msg&goto=304
21&&srch=nib#msg_30421
Quote: upp mac apps without nib files will be better than Qt's

Have you had a look inside http://code.google.com/p/upp-mac/
?Quote:Yes, but maybe 2000 lines of code is needed:
(comparing to FLTK)
1 line actually made the difference:

```
 [application setDelegate:appDelegate]; //create menus in appDelegate
//[application setDelegate:nil]; //to test or if can find another way to apple mac style menus
//!!! return NSApplicationMain(argc,  (const char **) argv); //don't use this if you want nibless
```

P.S I am back from my kind of holiday again.