Subject: Re: after rev3936 - Minimum things to compile and/or run ide/uppsrc under OSX11
Posted by fudadmin on Fri, 21 Oct 2011 12:55:18 GMT
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can't imagine - maybe now the most difficult for me
1 month for it? If i can grasp the ideas from the current upp?
Got it working with pure cocoa but to connect it with upp
needs rethinking of the structure of ImageDraw and SystemDraw.
At the moment, I am trying
based on win32 and comparing to X11 but maybe this is a wrong approach.
Also, flipping is a headache...
7.1 test SetSurface and maybe implement those ideas for image? I think it was working correctly
but I messed up and lost test packages after one of my mac crashes.
Maybe to get rid of CG and use only NSImage?
8 draw functions - more to implement eg ellipse poly etc - not very difficult
9 keyboard events -I think I was able to catch them but need to integrate with the whole event loop
and fix some codes (at the moment commented?). OTOH, Using mirek's scan tables maybe we could try
our own keyboard events translation for apple and cocoa (Insert keycode and other missing keycodes
problem on mac?)?
10 mouse events - similar model should apply as for keyboard? not explored
11 drawing/painting events - I think I am able to catch them from NSView correctly?
12 application delegate - used to start cocoa menus - find a way to set it directly to upp Ctrl methods?
13 menus - were more or less working but giving headaches by crashing. I guess, due to native threading
and/or pool management. I removed them for now - should be not difficult.
14 *.app creation from ide - easy but I don't need it until 4.3 is resolved
15 text - I have no idea how difficult
16 timer - I have no idea how difficult

Would be nice to hear from someone