
Subject: upp-cocoa CtrlCore skeleton package to play
Posted by [fudadmin](#) on Mon, 24 Oct 2011 03:24:24 GMT

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due to popular requests and long overdue:

upp CtrlCore for Cocoa. Don't become too excited because its not much in there but just a lot of my time (It should be call bloody cocoa, if you can guess what I mean). but i would have been over the moon if I had it one year ago.

from my notes inside the package:

Quote:

install this package into your MyAppS.

or create separate

or can go it to the bazaar?

but then we are going to mess up the bazaar with a lot of cocoa tests?

Cocoa status and TODO:

for mirek:

1 Core IsNan problem as described on forums 3 times

2 png, z, freetype Link options for (if symbols not found...)

2.1 plugin/png package when COCOA : -lpng

2.2 Core package when COCOA : -lz

2.3 Draw package when COCOA : -lfreetype -lfontconfig

for aris et all: maybe need to fix my ide patches for the above autolinking to work?

3 rethink the whole building flags structure, having in mind, COCOA can run on mac and linux
tmp fix for Core config.h

```
#ifdef flagCOCOA
#define PLATFORM_COCOA 1
#elif flagOSX11
#define PLATFORM_OSX11 1 //aris002 why do we need this?
#else
#define PLATFORM_X11 1
#endif
```

4 in the ide Launch after building - fix Terminal problem

4.1 for COCOA on mac, win and linux

4.2 for X11 on mac

(I have got some bad tmp fixes but, again, need to sort out the flags)

4.3 related to above (VERY IMPORTANT cause now *.app started from ide opens hidden below the ide)

- fix hidden upp menus for appleWM.

- Find how to check window manager name

- apply my hack from forums?

5 Cocoa installation on windows

5.1 minimal guide

5.1 adding libraries (nearly solved - flags again!!!)

6 test existing CtrlCoreCoc on windows! - needs opal and then cairo... hm

Random cocoa programming TODO:

The best case scenario is if someone, who knows cocoa well, joins my efforts... because

7 Image - Timeframe? I really 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 who can test (I hope Nick has already bought his mac?). Also, I am playing with Cocoa on windows. Anyone has installed or knows how to install opal and/or cairo?

File Attachments

1) [upp-cocoal.zip](#), downloaded 516 times