
Subject: U++ Thelde compiles and runs on pure Cocoa (video) 85% of U++ port done. 2months+-1 left, ifs...

Posted by [fudadmin](#) on Wed, 07 Mar 2012 01:11:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi, all. Maybe this time that's a little bit more than a starter?..
see video

Major things left to do:

- 1.better clipping esp from RichText
- 2.better font management and glyphs
- 3.mouse over images (premultiply?)
- 4.more clipboard formats
- 5.finish menus
- 6.dnd
- 7.multi-threading
- 8.printing
- 9.cleaning and some known bugs
- 10.things I forgot to mention above

I estimate 1 week of work for each. So approx. 10 weeks.

Reasonably useable level is possible (but not likely) in 1 month with my effort and some consultations from U++ experts. Because I am stuck on some things from U++ side. Also there're BIG IFS - if I have a luxury to have that time AND my iMac would crash less than 15 times per day (due to faulty not replaceable video card).
(to be continued...)