
Subject: Need help with the structure of flags etc. and running u++ cocoa on Windows 7 GNUSTEP

Posted by [fudadmin](#) on Mon, 12 Mar 2012 17:18:15 GMT

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Sorry for the screenshot.

Maybe those should be separate topics? But for now...

In order to attract more people into upp-cocoa who doesn't have macs I have been developing upp-cocoa also on MS Windows.

I constantly struggling which flags should I change and how to name them because, I can only guess the whole future picture of the u++ flag system.

Can someone outline structure of the u++ compiling flags?

Or is there one?

Something like:

1 Kernel or OS (like in google chrome end other places):

1.1 OS_WINDOWS

1.2 OS_LINUX

1.3 OS_BSD

(I am still using PLATFORM_COCOA but it is not correct. see below)

2 peripherals middleware?

Keyboard? for cocoa I need

WINDOWS_KEYBOARD

APPLE_KEYBOARD

LINUX_BSD_KEYBOARD

.... something in between for draw?

then GUI_BACKENDS

dont forget GUI_XCB!

eg cygwin - OS_WINDOWS - WINDOWS_KEYBOARD - GUI_X11

cocoa OS_WINDOWS - WINDOWS_KEYBOARD - GUI_COCOA

but some cocoa is used if GUI_OPENGL? so it would be logical to have MIDDLE_COCOA ?

then inside I am using GNU_STEP

or simply __APPLE__

or what?

So, what better prefix would be instead of MIDDLE_..

The prefixes OS_.. GUI_.. are clear. Imagine a table? or is there one for u++?

help...

But, I am sorry, IMO, PLATFORM_POSIX meaning is too wide and confusing..

Other ideas?

P.S I want to harmonize and clean at least those 2 sets of uppsrc on my mac and windows to be ready to post or commit somewhere ...

File Attachments

1) [Screen_GNUSTEP_U++.PNG](#), downloaded 1457 times

