Subject: Re: upp-cocoa CtrlCore skeleton package to play with
Posted by fudadmin on Tue, 13 Mar 2012 21:26:08 GMT
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As requested by Tom1 in another topic:
updated UNS package. Place eg in upp-cocoa. Should work on gnustep and mac.
Test like this:
#include <UNS/UNS.h>

using namespace Upp;

#define LLOG(x) LOG(x)

int main(int argc, const char *argv[])
{
 StdLogSetup(LOG_CERR);
 UppCocAutoReleasePool pool;
 LLOG("starting main");
// UppCocApplication app;
 CocWnd w;
 Rect r = RectC(0,0,300,300);
 CocWnd::CreateApp();
 w.CreateWnd(r);
 CocWnd::RunApp();
 LLOG("after cocoa run");
 return 0;
}

EDIT: UNS.zip updated for windows gnustep
To test compiling the flag should be just:
COCOA USEMALLOC

File Attachments
1) UNS.zip, downloaded 434 times