
Subject: changes needed in Upp <Core> to run cocoa properly

Posted by [fudadmin](#) on Tue, 13 Mar 2012 21:37:26 GMT

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I will post here changes needed in Core to run cocoa properly.

Other suggestions welcome.

1. RGBA. this works on "normal" intel endian:

```
#ifdef PLATFORM_WIN32
```

```
struct RGBA : Moveable<RGBA> {
```

```
    byte b, g, r, a;
```

```
};
```

```
#endif
```

```
#if defined(PLATFORM_POSIX) && !defined(PLATFORM_COCOA)
```

```
#ifdef CPU_BE
```

```
struct RGBA : Moveable<RGBA> {
```

```
    byte a, r, g, b;
```

```
};
```

```
#else
```

```
struct RGBA : Moveable<RGBA> {
```

```
    byte b, g, r, a;
```

```
};
```

```
#endif
```

```
#endif
```

```
#ifdef PLATFORM_COCOA
```

```
//#ifdef CPU_BE
```

```
struct RGBA : Moveable<RGBA> {
```

```
    byte r, g, b, a;
```

```
};
```

```
//#else
```

```
//struct RGBA : Moveable<RGBA> {
```

```
//    byte b, g, r, a;
```

```
//};
```

```
//#endif
```

```
#endif
```