Subject: Re: MacOS X woes
Posted by mirek on Wed, 27 Dec 2006 08:06:31 GMT

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lundman wrote on Wed, 27 December 2006 02:29
Neat. well, hmm, guess I ran out of things to do.. back to being bored at work..

suppose I could go through the app's todo list and fix somethings...

If you wish, there is still a couple of MacOS X things that can be done now as preparation for things to come:

* create minimal carbon app (using just U++ Core) in TheIDE - means something that just opens main carbon window and builds in TheIDE

* investigate how to get basic drawing primitives working, DrawRect, DrawText and DrawImage.

* investigate how to get event loops

Mirek