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Subject: Re: Ultimate++ in Syllable

Posted by [mirek](#) on Thu, 01 Feb 2007 17:55:45 GMT

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Igonzalez wrote on Thu, 01 February 2007 06:04Hi

I am a ultimate++ user on linux and I started to use another GPL os called Syllable that is cool. I have posted a reply in the forum talking about U++ and they think that it would be cool a port of it on Syllable. How I can do this? Because Syllable althoutg is 99% POSIX compliant, it has its own graphic interface api.Can you put it on the roadmap page? (Syllable --> Considered)

Well, I was thinking about exotic OSes too

If it is POSIX compliant, then port would require altering Draw and CtrlCore packages. See there to investigate how X11/Win32 is dealt with.

I think that if Syllable has GUI at least partially similar to Win32 or X11, it should not be that hard (let us say 1-2 months).

Anyway, MacOS X is priority now.

Mirek

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