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Subject: OS X Aqua look and feel?

Posted by [aschoem](#) on Wed, 18 Apr 2007 08:30:20 GMT

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I am new to Ultimate++ and have tested the Windows version so far. I have read that you are now working on a Carbonized OS X version. I have two questions concerning OS X version:

1) Do you have an idea when the Carbon port will be available?

2) Will the Carbon version have native "Aqua" look and feel? What I mean is: will the basic widgets like buttons, menus and so on not only be rendered identical but also have identical animation effects like "pulsing" buttons, "rotating" progress bars? In other words: how perfect will the imitation be? Or does Ultimate++ actually use the native widgets without imitation like in WxWidgets?

Andreas

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