
Subject: Re: OS X Aqua look and feel?

Posted by [mirek](#) on Wed, 18 Apr 2007 09:55:09 GMT

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[quote title=aschoem wrote on Wed, 18 April 2007 04:30]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?

[quote]

Hard to tell. Right now, struggling to do DrawRect on window content area. Mind you, we need to learn Carbon on the way....

Quote:

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?

We will try to do our best. I guess MacOS X makes it easier, as it looks like it support just two possible appearances...

Quote:

In other words: how perfect will the imitation be?

Generally, we try to match Firefox....

Quote:

Or does Ultimate++ actually use the native widgets without imitation like in WxWidgets?

No. It is more like Qt/Firefox/OpenOffice.

(It is much harder to do cross-platform this way and for U++, it is also required to support its way of doing things...).

Mirek
