
Subject: Which new platform should be done first? WinCE or MacOS?

Posted by [mirek](#) on Fri, 09 Dec 2005 21:41:50 GMT

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Which port we should create first?

Windows CE should be relatively easy, and there are in fact more WinCE units in the world than Macs...

OTOH, MacOS X is demanded more here.... but is much more complicated.

What should we do first?

MacOS/WinCE poll(total votes: 10)

MacOS X 4/(40%)

Windows CE (Pocket PC) 6/(60%)

Subject: Re: Which new platform should be done first? WinCE or MacOS?

Posted by [fudadmin](#) on Fri, 09 Dec 2005 23:31:35 GMT

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Hard choice.

From my egoistical and experience point of view - CE, but in terms of marketing - maybe MAC?

What if to start doing both?

OK, let's go ego...

Subject: Re: Which new platform should be done first? WinCE or MacOS?

Posted by [jadeite](#) on Fri, 06 Jan 2006 01:37:46 GMT

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Mac OSX.

Subject: Re: Which new platform should be done first? WinCE or MacOS?

Posted by [mirek](#) on Fri, 06 Jan 2006 11:10:15 GMT

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The thing is resolved now...

It will be WinCE. There are several reason:

- Qt does not cover WinCE, means there is a market niche
 - it is much easier, as WinCE is just a varaint of Win32
-

- there is in fact more WinCE hardware in world
- it will be very interesting to do this with U++ style (no dynamic libraries etc.), something like the final proof of concept...

OTOH, MacOS X is nest stop in any case.

Subject: Re: Which new platform should be done first? WinCE or MacOS?

Posted by [ericlindahl](#) on Sat, 14 Jan 2006 07:05:37 GMT

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WinCE is certainly my most favored.

Making platform support packages for various phones would surely increase interest in U++

Subject: Re: Which new platform should be done first? WinCE or MacOS?

Posted by [jadeite](#) on Sat, 11 Feb 2006 02:47:26 GMT

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luzr wrote on Fri, 06 January 2006 06:10The thing is resolved now...

It will be WinCE. There are several reason:

...

OTOH, MacOS X is nest stop in any case.

How is WinCE port coming along?

Just wondering when to start expecting the next stop

Subject: Re: Which new platform should be done first? WinCE or MacOS?

Posted by [mirek](#) on Sat, 11 Feb 2006 11:56:29 GMT

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Unfortunately, we are just starting the step before the WinCE step... (Refactoring Draw)

Mirek

Subject: Re: Which new platform should be done first? WinCE or MacOS?

Posted by [jadeite](#) on Sat, 11 Feb 2006 12:33:02 GMT

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luzr wrote on Sat, 11 February 2006 06:56Unfortunately, we are just starting the step before the WinCE step... (Refactoring Draw)

How is that going?

Subject: Re: Which new platform should be done first? WinCE or MacOS?

Posted by [mirek](#) on Sat, 11 Feb 2006 12:40:32 GMT

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Well, I have still hard times to persuade Tom that supporting other Image formats than 32bit RGBA is useless (at Image interface level)

Mirek
