Subject: Ultimate++ in Syllable
Posted by lgonzalez on Thu, 01 Feb 2007 11:04:54 GMT
View Forum Message <> Reply to Message

Hi
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 althougt is 99% POSIX compliant, it has its own graphic interface api.Can you put it on the roadmap page? (Syllable --> Considered)

Subject: Re: Ultimate++ in Syllable
Posted by mirek on Thu, 01 Feb 2007 17:55:45 GMT
View Forum Message <> Reply to Message

lgonzalez 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 althougt 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

Subject: Re: Ultimate++ in Syllable
Posted by gotto on Tue, 17 Apr 2007 00:58:48 GMT
View Forum Message <> Reply to Message

luzr wrote on Thu, 01 February 2007 18:55lgonzalez 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 althougt 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
I am glad to here you where thinking of other OS's as well.
I follow out of interest a few exotic OS's. One thing I have notice some of them could be usable now if they had a lot more basic appz. Mature OS's like Windows, MacOS X and Linux have them in there thousands to the point you don't really need to write any thing and even if you do there are programs out there that does something similar. The dev's a busy developing, bug fixing and polishing there OS but there are the loyal following who might be more inclined to learn/program a RAD platform rather than something like C++ with a whole new API. I can see them being a breading ground for a lot of basic programs. All of them need software in about any category you can think of. Business, Graphics, Video, Games, Desktop, Education etc

I agree MacOS X should be your priority but I am excited by the possibility that a port to some of these exotic OS's could mean that Ultimate++ could get in at the ground level on a OS to be the default platform for many writing software in the above categories. Where on the more mature OS's you have establish development platforms.

A big thanks to the team for Ultimate++
