
Subject: Mac OS X startup

Posted by [forlano](#) on Tue, 31 Jul 2007 06:42:58 GMT

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Hello from Moscow,

at home of my wyfe I can use only a Mac OS X. I do not know such platform and I feel uncomfortable with it. Please let me ask you wich U++ version I should download (the good one checked for this OS) and eventually some compiler if it not included in the distro (there is no track of .dmg package in the download section and I hope to have theide already compiled). I would like to perform some experiments in the spare time.

Thanks in advance,
Luigi

Subject: Re: Mac OS X startup

Posted by [fudadmin](#) on Tue, 31 Jul 2007 10:28:34 GMT

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Hello, my friend!

I just can't imagine people using Mac OS without Parallels these days... I would strogly suggest to buy a copy and then use Linux or even Windows on Mac (like me (exept after too many disasters I don't use Windows anymore))
Or make dual boot...

Subject: Re: Mac OS X startup

Posted by [fudadmin](#) on Tue, 31 Jul 2007 10:54:33 GMT

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Or, if you decide to use pure Mac OS then you need gcc and things which, AFAIK, is the best (or the only?) way obtained by downloading XCode tools suite (~1Gb and requires simple registration).

<http://www.apple.com/macosx/features/xcode/>

Subject: Re: Mac OS X startup

Posted by [forlano](#) on Tue, 31 Jul 2007 10:59:48 GMT

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fudadmin wrote on Tue, 31 July 2007 12:28Hello, my friend!

I just can't imagine people using Mac OS without Parallels these days... I would strogly suggest to buy a copy and then use Linux or even Windows on Mac (like me (exept after too many disasters I don't use Windows anymore))
Or make dual boot...

Hi Aris, happy to hear you!

Here I would like to try to port my application under Mac OSX.
I was unaware of Parallels. It seems a very impressive program. If it works as they state there is no need of porting program and my task is already resolved .
I'll consider the possibility to buy a copy of this program.

(Once at home I hope to have time to start with graphics and AGG. I saw you last posts about it.).

Luigi

Subject: Re: Mac OS X startup
Posted by [fudadmin](#) on Tue, 31 Jul 2007 11:34:10 GMT
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forlano wrote on Tue, 31 July 2007 11:59

Here I would like to try to port my application under Mac OSX.
I was unaware of Parallels. It seems a very impressive program. If it works as they state there is no need of porting program and my task is already resolved .
I'll consider the possibility to buy a copy of this program.

Luigi

Virtual computers are the 8 wonder of the world! You can play with different Linux distros and Windows at the same time and copy them "in whole" from one physical machine (or disk) to another... Just amazing!

I haven't read too much what Parallels state but after using it I can't imagine my life without it and think how stupid are people who buy only MS Windows preinstalled computers...
