Subject: Upp Core compiles natively on Xcode (download Core.xcodeproj)
Posted by fudadmin on Fri, 05 Nov 2010 15:44:27 GMT
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sorry if missed something from upp downloads or svn but I could not find any *.xcodeproj files.
So if someone would like to play with Upp in Xcode...
Unzip the attached file into uppsrc/Core/.
/upp/ dir must be in yor e.g. /Users/aris/upp/** or you would (hopefully) need to change 2
User-defined settings $UPPSRC_DIR and $UPP_OUT.

aris

File Attachments
1) Core.xcodeproj.zip, downloaded 751 times

Subject: Re: Upp Core compiles natively on Xcode (download Core.xcodeproj)
Posted by daveremba on Sat, 18 Jun 2011 21:37:03 GMT
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Hi, are you still working on U++ in Xcode?
Is it a completed U++ port for MACOSX?

Does your version bypass the X11 and
instead use native UI (Quartz or Cocoa?)

I starting from the trunk source, and
I had success building theide from the
command line with gcc. It runs OK on MAC OSX
version 10.6.7 on an iMac. I only changed
the makefile a bit, and a few config files.

I still need to make some minor changes to get
the proper settings for build to work (but I can
build apps from the command line now and they do run).

The result I get is not "proper" Mac apps;
they do not run from Finder, but work from the
command line. I will look into this.

I have not tried your U++ version or building
U++ inside of Xcode.

Thanks,

Dave

Subject: Re: Upp Core compiles natively on Xcode (download Core.xcodeproj)
Posted by koldo on Sun, 19 Jun 2011 06:49:15 GMT
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Subject: Re: Upp Core compiles natively on Xcode (download Core.xcodeproj)
Posted by fudadmin on Mon, 05 Sep 2011 13:25:09 GMT
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daveremba wrote on Sat, 18 June 2011 22:37Hi, are you still working on U++ in Xcode?
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Thanks,

Dave

Hi Dave. Sorry for a very late reply. upp mac port is not completed. I was busy with other things and was waiting for the rainbow project. I use XCode and theIDE, built with XCode, running on X11 with awesome (from macports) window manager (to avoid hidden menus bug http://www.ultimatepp.org/forum/index.php?t=msg&goto=309 02&&srch=menus+osx+bug#msg_30902 ) , and I am able to produce minimal native upp-cocoa *.app and upp-cocoa unix executables with both of them. I use mostly unix execuables because they are produced faster and they start faster. You can create *.app manually from them. *.app it is a folder anyway with icons unix exec and some other files inside. You can analyze them from finder "Show Package Contents". If you have any questions about mac platform, I will try to

answer.

Aris

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Subject: Re: Upp Core compiles natively on Xcode (download Core.xcodeproj)
Posted by daveremba on Wed, 21 Sep 2011 03:13:52 GMT
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sounds good.

I'm not planning more MacOs work
with UPP right now.

nut is anybody doing work with UPP
for Android?  that would be cool
& very popular.  there are a lot
of jobs for Android now.

Dave

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