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Subject: CtrlCore on Mac - xcode files and video  
Posted by [fudadmin](#) on Wed, 29 Dec 2010 18:55:43 GMT  
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Not much but some progress!

There are 2 zips for mac inside the attached zip - minimum required uppsrc packages with some changed defines in Core etc. and the heavily modified CtrlCore.

If you dont want to edit xcodeproj files, then I would suggest to put them into /Users/Shared/upp and then unpack. You should get:

1. /Users/Shared/upp/uppsrc - filled with minimal set of upp packages Core, plugin, Draw etc..
2. /Users/Shared/upp/xcode/uppsrc - filled with xcodeproj files.

You should only need to start CtrlCore.xcodeproj, others should compile and link as dependancies.

Try and leave your questions and comments here, please - at least I would now how much someone would be interested and able to help.

P.S I think, upp mac apps without nib files will be better than Qt's ...

P.P.S

<http://www.youtube.com/watch?v=5HMWQzJ4HQo>  
(Sorry, the sound after uploading somehow vanished.)

Aris

EDIT: Use "Release" mode in Xcode even for debugging. Debug mode needs more tweaking in Core.

Also, you will/might need to rename unzipped file dirs. See at the top.

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#### File Attachments

- 1) [CtrlCoreMac1.zip](#), downloaded 676 times

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Subject: Re: CtrlCore on Mac - xcode files and video  
Posted by [koldo](#) on Thu, 30 Dec 2010 08:25:31 GMT  
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Great! . Is that TheIDE in MAC?

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Subject: Re: CtrlCore on Mac - xcode files and video  
Posted by [tojocky](#) on Thu, 30 Dec 2010 12:39:35 GMT  
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According by vide, only source code are used for build a package. But theide is not compiled.

Maybe I'm wrong?

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**Subject: Re: CtrlCore on Mac - xcode files and video**  
Posted by [fudadmin](#) on Thu, 30 Dec 2010 13:17:24 GMT

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It's CtrlCore and dependancies for Xcode at early development stage with some limited capabilities like TopWindow where e.g you can draw some lines but it gives you a good start for porting.

Next steps would be (in no particular order):

1. Other Draw methods

2 ImageDraw

3 DnD

4 Clipboard/Pasteboard

5 Events loop and processing

6 Keyboard shortcuts/scan keys

(guesstimate with my current availability - 1 week each + other things)

after that, I guess, excluding file dialog, CtrlLib should compile.

It would be nice if someone could come forward to cooperate in this area.

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**Subject: Re: CtrlCore on Mac - xcode files and video**  
Posted by [fudadmin](#) on Fri, 31 Dec 2010 05:03:18 GMT

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For convenience, I added a project at google code

<http://code.google.com/p/upp-mac/>

Sorry, mercurial one, because I like hg, Murky and kdiff3.

I really expect more people to come forward with ideas.

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**Subject: Re: CtrlCore on Mac - xcode files and video**  
Posted by [mirek](#) on Sat, 01 Jan 2011 15:36:28 GMT

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Good work and nice starter.

I plan to branch uppsrc for 'rainbow' development very soon. When we have that, we should be able to finish MacOSX port quite easily, I hope...

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**Subject: Re: CtrlCore on Mac - xcode files and video**  
Posted by [Didier](#) on Sun, 02 Jan 2011 11:20:42 GMT

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Hi Mirek,

What do you mean with 'rainbow' ?

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Subject: Re: CtrlCore on Mac - xcode files and video  
Posted by [fudadmin](#) on Sun, 02 Jan 2011 15:11:26 GMT

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Didier,

have a look at:

[this](http://www.ultimatepp.org/forum/index.php?t=msg&&th=5304&goto=29905#msg_29905)

Mirek & others,

Thanks for your interest!

Also, maybe, is it worth creating a separate forum section for the "rainbow" project ideas exchange? I have got some ideas...

e.g if you remember, long time ago (2008, I think) I was talking about shaped windows and I had written Core/URegion class templates for that purpose (never published, though). Now, when trying to port, I started thinking again that maybe clipping altogether could be done using kind of regions? Also, at some time, when trying to program my website for infamous EyeCare example comparison, I was thinking, that way would be possible "to stream" the resulting Regions from web server as picture/s to browsers and while processing user actions with some kind of scripts to have rich interactive web apps...

Some more "global ideas". What would be needed to create integrated Thelde/Topic++ with real time forum messengers? The closest thing I found is Google Wave. But! Imagine... you are working with Thelde and you are able to post a question from your T++ window and/or interactively collaborate on the same file/project... And search forum messages from Topic++ and the search automatically adds tags and updates topic++...

Web server Ctrl's is a very good idea if I understand correctly Mirek's rainbow project.

Aris,

P.S I know it's not the best forum section to post this info. But then it proves the point that existing forum/wiki softwares are out of date... Where is tagging, intelligence and other goodies?

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Subject: Re: CtrlCore on Mac - xcode files and video  
Posted by [lundman](#) on Tue, 04 Jan 2011 02:24:55 GMT

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Neat, I'll keep an eye on this

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Subject: Re: CtrlCore on Mac - xcode files and video  
Posted by [fudadmin](#) on Thu, 06 Jan 2011 10:53:01 GMT  
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Too keep you updated and share my progress:

fudadmin wrote on Thu, 30 December 2010 13:17It's CtrlCore and dependancies for Xcode at early development stage with some limited capabilities like TopWindow where e.g you can draw some lines but it gives you a good start for porting.

Next steps would be (in no particular order):

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(guesstimate with my current availability - 1 week each + other things)

after that, I guess, excluding file dialog, CtrlLib should compile.

The steps mentioned above not yet implemented but CtrlLib with some reduced functionality compiles and links.

Upp Painter works with SetSurface and NSImage

I hope to update my repo in a few days time (made a lot of a mess...)

A question to all: Would theide work with just painter ctrls?

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