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.

File Attachments
1) CtrlCoreMac1.zip, downloaded 817 times

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?

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?

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.

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.

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...

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' ?

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:
<a href=" http://www.ultimatepp.org/forum/index.php?t=msg&&th=
5304&goto=29905#msg_29905" target="_blank">this

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 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 TheIde/Topic++ with real time forum messengers? The closest thing I found is Google Wave. But! Imagine... you are working with TheIde 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 Ctrls 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. Bet then it proves the point that existing forum/wiki softwares are out of date... Where is tagging, intelligence and other goodies?

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

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.
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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?