Subject: Mac OS X backend development process
Posted by mirek on Sat, 16 Jul 2011 07:33:46 GMT
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(Answer to the mail).

Quote:
I have the mostly working version of theide in X11 for
MacOS. What is the best way to provide that to the
community?

Well, that is the question. It is not the final product, but it would be extremly useful for getting one.

Quote:
- some changes to source files

Provide a patch, svn compatible is the best.

Quote:
- a UNIX Executable for Intel 64 bit MacOSX of theide

I guess, for now, upload somewhere, give me the link, then I will upload to sf.net. Theide binary capable building theide is extremly valuable for development:)

Quote:
Later, for the cocoa port, there would be a MacOSX installable (a .dmg) file.
I think this could be added to your downloads here:
http://code.google.com/p/upp-mirror/downloads/list

...if there is a legal way how to do that... (because nightly builds are being done on Linux machine... win32 version being build using wine).

Quote:
Do you use Mercurial (GIT) or SVN?

SVN

Quote:
Can we create a MacOSX branch?

We will not need. Mac can be developed as GUI backend.

I will create an account for you ASAP, you will have commit rights to everything except 'canonical' packages (Core, CtrlCore, CtrlLib). In theory, we will not need to change these for Mac. In practice, if you need to change then, create svn patch...

Mirek
