

---

Subject: Mac OS X backend development process  
Posted by [mirek](#) on Sat, 16 Jul 2011 07:33:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

(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 extremely 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 extremely 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

---