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Subject: U++ Thelde compiles and runs on pure Cocoa (video) 85% of U++ port done. 2months+-1 left, ifs...

Posted by [fudadmin](#) on Wed, 07 Mar 2012 01:11:03 GMT

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Hi, all. Maybe this time that's a little bit more than a starter?..  
see video

Major things left to do:

- 1.better clipping esp from RichText
- 2.better font management and glyphs
- 3.mouse over images (premultiply?)
- 4.more clipboard formats
- 5.finish menus
- 6.dnd
- 7.multi-threading
- 8.printing
- 9.cleaning and some known bugs
- 10.things I forgot to mention above

I estimate 1 week of work for each. So approx. 10 weeks.

Reasonably useable level is possible (but not likely) in 1 month with my effort and some consultations from U++ experts. Because I am stuck on some things from U++ side. Also there're BIG IFS - if I have a luxury to have that time AND my iMac would crash less than 15 times per day (due to faulty not replaceable video card).  
(to be continued...)

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Subject: Re: U++ Thelde compiles and runs on pure Cocoa (video) 85% of U++ port done. 2months+-1 left, ifs...

Posted by [mirek](#) on Wed, 07 Mar 2012 07:07:08 GMT

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Now this looks very promising. Perhaps we can dedicate next release to Mac...

Do you commit these things somewhere? Like sandbox?

fudadmin wrote on Tue, 06 March 2012 20:11

Major things left to do:

- 1.better clipping esp from RichText
- 2.better font management and glyphs
- 3.mouse over images (premultiply?)
- 4.more clipboard formats
- 5.finish menus
- 6.dnd
- 7.multi-threading

8.printing  
9.cleaning and some known bugs  
10.things I forgot to mention above

11. Chameleon for MacOSX. We do not want to look U++ apps like winxp, right?

Mirek

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Subject: Re: U++ Thelde compiles and runs on pure Cocoa (video) 85% of U++ port done. 2months+-1 left, ifs...

Posted by [koldo](#) on Wed, 07 Mar 2012 08:09:51 GMT

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Great job. Congratulations!

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Subject: Re: U++ Thelde compiles and runs on pure Cocoa (video) 85% of U++ port done. 2months+-1 left, ifs...

Posted by [Tom1](#) on Wed, 07 Mar 2012 18:30:16 GMT

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Very impressive! Keep up the good job!

I do not have a Mac yet, but maybe I'll get one in the not-so-distant future...

Best regards,

Tom

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Subject: Re: U++ Thelde compiles and runs on pure Cocoa (video) 85% of U++ port done. 2months+-1 left, ifs...

Posted by [fudadmin](#) on Thu, 08 Mar 2012 02:17:29 GMT

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Mirek, Koldo and Tom! thanks for your kind and encouraging words! I really hope that u++ mac os x cocoa port will make a big difference in u++ marketing arena and will help u++ one day to win against std, boost, QT and the likes which I dont want to mention - one of the reasons why I have dedicated so much of my life to u++. I also hope that the experience and code I have accumulated since 2005 finally will start finding its way to the u++ sources.

Now about committing and making my upp cocoa lines into the nearest u++ release.

Mirek,

1. the last time I tried to commit to your server after 3 days I lost my patience - I suspect I would need to steal some of your valuable time at some point and spend together if you don't mind.

Maybe we can arrange via PM?

2. I also expect that to apply 1 line patch to the Core will take less than 45 days as it happened with "IsNan"? Some of my friends in London whom I tried to involve into the development were not impressed and found other areas of interest.

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