

Ryzom - Feature # 947

Status:	Closed	Priority:	Normal
Author:	rti	Category:	OS: Mac
Created:	05/29/2010	Assignee:	rti
Updated:	08/13/2010	Due date:	
Subject:	NeL/Ryzom: Run natively on Mac OS X using Cocoa		
Description			
<p>As stated in the roadmap for 0.9 (http://dev.ryzom.com/versions/show/15) Ryzom should run natively on Mac OS X using Cocoa. Therefor, the following things need to be done:</p> <ul style="list-style-type: none">- CMake needs to build objective-c/c++- the NeL OpenGL driver needs to implement the Cocoa interface for window creation and management, GL context creation- a new CocoaEventEmitter needs to be implemented in NeL to handle mouse and keyboard events- CMake build scripts need a new flag (eg. WITH_COCOA) to switch between X11 and Cocoa GL driver on Mac OS X- CMake needs to create an App Bundle for Ryzom to match Mac OS X style- ... <p>I have already a prototype implementation. After cleaning it up a bit I will sync it with the repository step by step.</p> <p>Some more information on that topic are available on [[MacClientState]].</p>			
Related issues:			
related to Ryzom - Feature # 41: Port NeL on Mac		Closed	09/03/2008
related to Ryzom - Feature # 972: Do not reset mouse position to implement Fr...		Closed	06/09/2010
related to Ryzom - Feature # 952: Use the same Mac key mapping with Cocoa and...		Rejected	05/31/2010

History

#1 - 05/31/2010 11:03 pm - rti

Stuff added with #947

- objective-c / objective-c++ compilation and linking integrated into cmake based build process
- remove all X11 dependencies if built with option WITH_COCOA
- cmake creates an .app bundle
- native mac window opened by opengl_driver
- cocoa events handled in manual event loop
- ryzom client running with cocoa

Next steps

- dead keys and other key handling fixes
- mode switching
- fullscreen
- window resizing
- some basic menu items like quit and minimize
- review disabled gl extensions
- remove hardcoded values
- refactor

#2 - 06/03/2010 02:20 am - rti

- % Done changed from 10 to 20

#3 - 06/09/2010 12:31 am - rti

- % Done changed from 20 to 40

#4 - 06/09/2010 11:52 pm - rti

- % Done changed from 40 to 50

#5 - 06/11/2010 04:25 pm - rti

- % Done changed from 50 to 60

#6 - 06/12/2010 09:42 pm - rti

Remaining known issues:

- set Mouse pos on non main monitor
- crash with micro vegetation
- adapt kervalas driver changes (mode setting)
- replace deprecated api used for getting modes

#7 - 06/12/2010 10:08 pm - rti

- mac style application menu still missing

#8 - 06/24/2010 10:31 pm - rti

Remaining known issues:

- replace deprecated api used for getting modes
 - rethink the modes thing for mac since there is no real mode switch, just back buffer shrinking
- crash with micro vegetation
- in fullscreen mode, there is an empty window behind the full screen view, remove it / hide it
- mouse move events from the first monitor are "copied" to ryzom in fullscreen on the second monitor

#9 - 07/02/2010 11:36 am - rti

- check warnings provided by valgrind

#10 - 07/05/2010 04:45 pm - rti

- Status changed from Assigned to Resolved

closing this ticket now in favor of smaller ones to handle fine tuning tasks.

ryzom core client runs on mac os x now.

#11 - 07/05/2010 04:45 pm - rti

- % Done changed from 60 to 100

#12 - 08/05/2010 06:32 pm - kervalas

- Category changed from NeL: General to OS: Mac

#13 - 08/13/2010 05:43 pm - rti

- Status changed from Resolved to Closed

#14 - 08/13/2010 08:04 pm - rti

- Target version changed from Version 0.9.0 to Version 0.8.0