

Porting a Windows MFC Application to Cocoa

Udo Borkowski

Porting a **Windows MFC Application** **to Cocoa**

Porting a **Windows MFC** Application to Cocoa

Porting a **Windows MFC Application** **to Cocoa**

Porting a **Windows MFC Application** to Cocoa

Where Is ...

Where Is...

Background

History

Demo

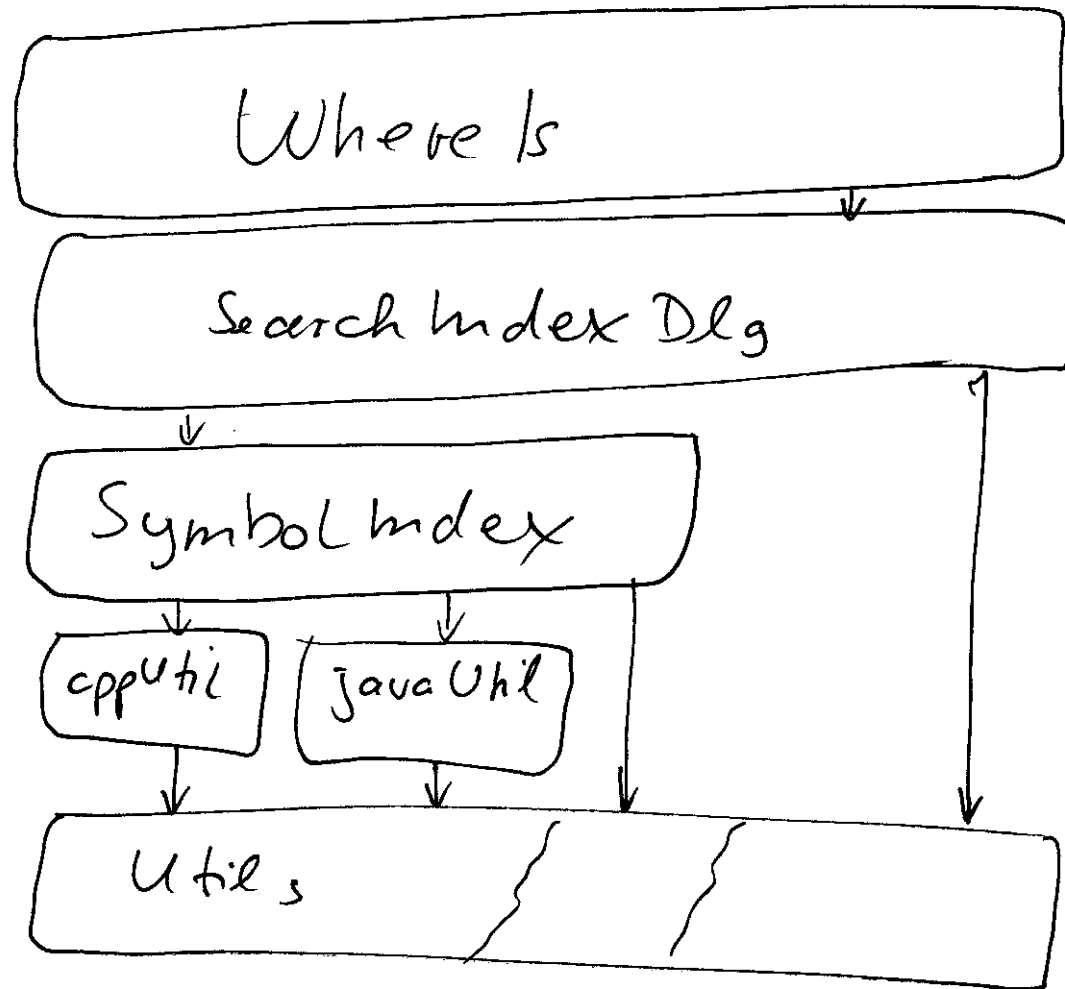
Approach

Development Environment

Start

Goal

Solution



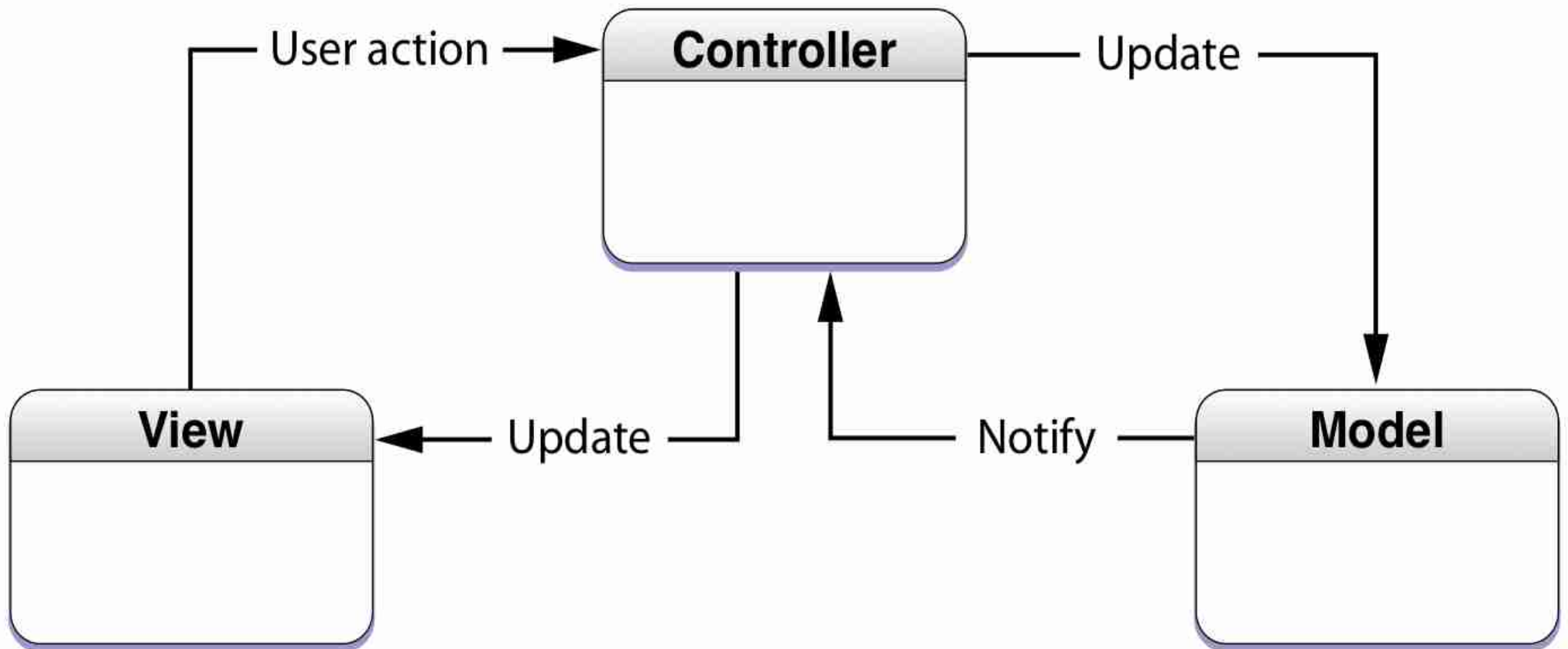
Approach

Development Environment

Start

Goal

Solution



Approach

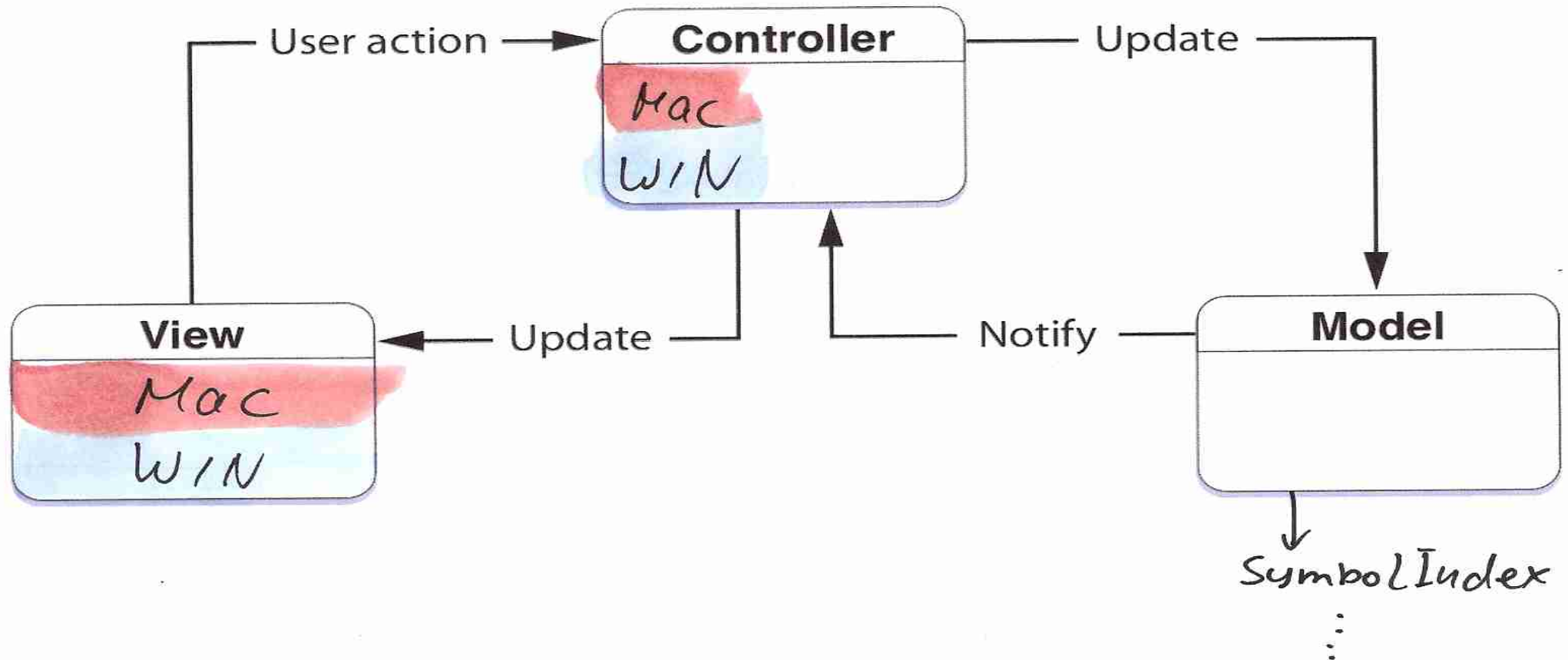
Development Environment

Start

Goal

Solution

Model – View – Controller



Basic Steps

Setup Cocoa project

Make original UI related code "Windows only"

Port the non-UI Part

Port the UI Part

Techniques

Conditional Compilation

Example: Conditional Include

```
...
#ifdef _WIN32
// When compiling for Windows include the original MFC
headers
#include <afx.h>
#include <afxwin.h>
...
#elif __APPLE__
// When compiling for Mac include the header for the MFC
emulation
#include "afxExtract.h"

#else
#error "Needs implementation"
#endif
```


Example: File with "Mac only" content

```
#ifdef __APPLE__  
  
#include "stdafx.h"  
#include "FileUtil.h"  
  
#include <sys/stat.h>  
  
bool isDirectory(const char* path)  
{  
    ...  
#endif
```

Techniques

Directory Structure

```
subsystem/  
    ... (platform independent files)  
win/  
    ... (Windows specific files)  
mac/  
    ... (Mac specific files)
```

Techniques

Lessons Learned



Vielen Dank!

Links

Porting to Mac OS X from Windows Win32 API

<http://developer.apple.com/documentation/Porting/Conceptual/win32porting/win32porting.html>

MSDN – Das Microsoft Developer Network

<http://msdn.microsoft.com>

WhereIs Sourcecode (Windows Version)

<http://sourceforge.net/projects/whereis/>