Porting a Windows MFC Application to Cocoa

Udo Borkowski
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Where Is ...
Where Is...

Background

History

Demo
Approach

Development Environment

Start

Goal

Solution
Approach

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Development Environment

Start

Goal

Solution
Model – View – Controller

- User action
  - Controller
    - Mac
    - WIN
  - Update
    - Notify
    - Model
      - SymbolIndex

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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

```c
#ifdef __APPLE__
#include "stdafx.h"
#include "FileUtil.h"
#include <sys/stat.h>

bool isDirectory(const char* path)
{
    ... #endif
    #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

MSDN – Das Microsoft Developer Network
http://msdn.microsoft.com

WhereIs Sourcecode (Windows Version)
http://sourceforge.net/projects/whereis/