
Subject: Working on the Mac plugins...

Posted by [Mike Audet](#) on Sun, 15 Jun 2008 16:14:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Guys,

I just thought I'd post an update so that the Mac users know that I have been working hard to try to bring you guys the plugs.

I've got CodeWarrior 5.0 running in a Power PC emulator that runs OS 9 on my PC. The compiler runs perfectly.

I've been trying to migrate the PARIS code to the more standard C++ used by CodeWarrior. The Plugins were developed for Visual Studio 6, and as is typical for Microsoft, the C++ employed by Visual C++ does not adhere to the accepted standards. So, there are a zillion changes needed to make the code work. Include file names, class names, and the inner workings of the code and compiler are all very different.

I started out with 300 compile errors (which I think is the maximum) and slowly widdled it down to 2. When I solved the last 2, another 300 appeared because the compilation process could now progress further (and hit more problems).

Chuck has been completely run off his feet and not even on the continent much of the time. When he gets a chance, the Mac will come. It a huge kindness for him to offer to send it. Until then, I'm learning a lot about C++ through these efforts, so it is a joy for me to do it. It would also be nice to leave VC++ 6.0 behind for a more modern compiler on the PC, which could follow from this work.

I don't have any firm release dates, but I want you guys to know that I am trying, and one way or another, we will get there. :)

All the best,

Mike

Subject: Re: Working on the Mac plugins...

Posted by [Ted Gerber](#) on Sun, 15 Jun 2008 17:55:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Strictly top drawer!

Ted

"Mike Audet" <mike@...> wrote:

>
>Hi Guys,
>
>I just thought I'd post an update so that the Mac users know that I have
>been working hard to try to bring you guys the plugs.
>
>I've got CodeWarrior 5.0 running in a Power PC emulator that runs OS 9 on
>my PC. The compiler runs perfectly.
>
>I've been trying to migrate the PARIS code to the more standard C++ used
>by CodeWarrior. The Plugins were developed for Visual Studio 6, and as
is
>typical for Microsoft, the C++ employed by Visual C++ does not adhere to
the
>accepted standards. So, there are a zillion changes needed to make the
code
>work. Include file names, class names, and the inner workings of the code
>and compiler are all very different.
>
>I started out with 300 compile errors (which I think is the maximum) and
>slowly widdled it down to 2. When I solved the last 2, another 300 appeared
>because the compilation process could now progress further (and hit more
>problems).
>
>Chuck has been completely run off his feet and not even on the continent
>much of the time. When he gets a chance, the Mac will come. It a huge kindness
>for him to offer to send it. Until then, I'm learning a lot about C++ through
>these efforts, so it is a joy for me to do it. It would also be nice to
>leave VC++ 6.0 behind for a more modern compiler on the PC, which could
follow
>from this work.
>
>I don't have any firm release dates, but I want you guys to know that I
am
>trying, and one way or another, we will get there. :)
>
>All the best,
>
>Mike

Subject: Re: Working on the Mac plugins...
Posted by [excelav](#) on Sun, 15 Jun 2008 21:12:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Mike! Glad to here your working on the Mac side. If you get a chance,

would you take a close look at the Paris compressor, BT pointed out that there is something wrong with the Mac version of the compressor?

Thanks
James

"Mike Audet" <mike@...> wrote:

>
>Hi Guys,
>
>I just thought I'd post an update so that the Mac users know that I have
>been working hard to try to bring you guys the plugs.
>
>I've got CodeWarrior 5.0 running in a Power PC emulator that runs OS 9 on
>my PC. The compiler runs perfectly.
>
>I've been trying to migrate the PARIS code to the more standard C++ used
>by CodeWarrior. The Plugins were developed for Visual Studio 6, and as
is
>typical for Microsft, the C++ employed by Visual C++ does not adhere to
the
>accepted standards. So, there are a zillion changes needed to make the
code
>work. Include file names, class names, and the inner workings of the code
>and compiler are all very different.
>
>I started out with 300 compile errors (which I think is the maximum) and
>slowly widdled it down to 2. When I solved the last 2, another 300 appeared
>because the compilation process could now progress further (and hit more
>problems).
>
>Chuck has been completely run off his feet and not even on the continent
>much of the time. When he gets a chance, the Mac will come. It a huge kindness
>for him to offer to send it. Until then, I'm learning a lot about C++ through
>these efforts, so it is a joy for me to do it. It would also be nice to
>leave VC++ 6.0 behind for a more modern compiler on the PC, which could
follow
>from this work.
>
>I don't have any firm release dates, but I want you guys to know that I
am
>trying, and one way or another, we will get there. :)
>
>All the best,
>
>Mike

Subject: Re: Working on the Mac plugins...

Posted by [mike mullin\[1\]](#) on Sun, 15 Jun 2008 22:17:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks Mike for all your efforts.

cheers,

Mike

"Mike Audet" <mike@...> wrote:

>

>Hi Guys,

>

>I just thought I'd post an update so that the Mac users know that I have
>been working hard to try to bring you guys the plugs.

>

>I've got CodeWarrior 5.0 running in a Power PC emulator that runs OS 9 on
>my PC. The compiler runs perfectly.

>

>I've been trying to migrate the PARIS code to the more standard C++ used
>by CodeWarrior. The Plugins were developed for Visual Studio 6, and as
is

>typical for Microsoft, the C++ employed by Visual C++ does not adhere to
the

>accepted standards. So, there are a zillion changes needed to make the
code

>work. Include file names, class names, and the inner workings of the code
>and compiler are all very different.

>

>I started out with 300 compile errors (which I think is the maximum) and
>slowly widdled it down to 2. When I solved the last 2, another 300 appeared
>because the compilation process could now progress further (and hit more
>problems).

>

>Chuck has been completely run off his feet and not even on the continent
>much of the time. When he gets a chance, the Mac will come. It a huge kindness
>for him to offer to send it. Until then, I'm learning a lot about C++ through
>these efforts, so it is a joy for me to do it. It would also be nice to
>leave VC++ 6.0 behind for a more modern compiler on the PC, which could
follow

>from this work.

>

>I don't have any firm release dates, but I want you guys to know that I
am

>trying, and one way or another, we will get there. :)

>

>All the best,

>

>Mike

Subject: Re: Working on the Mac plugins...

Posted by [Michael Kraynak](#) on Mon, 16 Jun 2008 12:21:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is terrific news, thanks.

"Mike Audet" <mike@...> wrote:

>

>Hi Guys,

>

>I just thought I'd post an update so that the Mac users know that I have
>been working hard to try to bring you guys the plugs.

>

>I've got CodeWarrior 5.0 running in a Power PC emulator that runs OS 9 on
>my PC. The compiler runs perfectly.

>

>I've been trying to migrate the PARIS code to the more standard C++ used
>by CodeWarrior. The Plugins were developed for Visual Studio 6, and as
is

>typical for Microsft, the C++ employed by Visual C++ does not adhere to
the

>accepted standards. So, there are a zillion changes needed to make the
code

>work. Include file names, class names, and the inner workings of the code
>and compiler are all very different.

>

>I started out with 300 compile errors (which I think is the maximum) and
>slowly widdled it down to 2. When I solved the last 2, another 300 appeared
>because the compilation process could now progress further (and hit more
>problems).

>

>Chuck has been completely run off his feet and not even on the continent
>much of the time. When he gets a chance, the Mac will come. It a huge kindness
>for him to offer to send it. Until then, I'm learning a lot about C++ through
>these efforts, so it is a joy for me to do it. It would also be nice to
>leave VC++ 6.0 behind for a more modern compiler on the PC, which could
follow

>from this work.

>

>I don't have any firm release dates, but I want you guys to know that I
am

>trying, and one way or another, we will get there. :)

>

>All the best,

>
>Mike

Subject: Re: Working on the Mac plugins...
Posted by [DC](#) on Tue, 17 Jun 2008 16:15:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah baby!

DC

Subject: Re: Working on the Mac plugins...
Posted by [Tommy Detamore](#) on Tue, 17 Jun 2008 18:08:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome Mike...! Thanks...

TD

Subject: Re: Working on the Mac plugins...
Posted by [mike audet\[3\]](#) on Tue, 17 Jun 2008 22:59:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi James,

What I will do is compile my version of the compressor, and we can see if it makes a difference. There may be bugs in the mac driver, but I'm hopeful everything will work the same on the mac as on the pc.

All the best,

Mike

"James McCloskey" <excelsm@hotmail.com> wrote:

>
>Hi Mike! Glad to here your working on the Mac side. If you get a chance,
>would you take a close look at the Paris compressor, BT pointed out that
>there is something wrong with the Mac version of the compressor?

>
>Thanks
>James
>

>"Mike Audet" <mike@...> wrote:
>>
>>Hi Guys,
>>
>>I just thought I'd post an update so that the Mac users know that I have
>>been working hard to try to bring you guys the plugs.
>>
>>I've got CodeWarrior 5.0 running in a Power PC emulator that runs OS 9
>>on
>>my PC. The compiler runs perfectly.
>>
>>I've been trying to migrate the PARIS code to the more standard C++ used
>>by CodeWarrior. The Plugins were developed for Visual Studio 6, and as
>>is
>>typical for Microsft, the C++ employed by Visual C++ does not adhere to
>>the
>>accepted standards. So, there are a zillion changes needed to make the
>>code
>>work. Include file names, class names, and the inner workings of the code
>>and compiler are all very different.
>>
>>I started out with 300 compile errors (which I think is the maximum) and
>>slowly widdled it down to 2. When I solved the last 2, another 300 appeared
>>because the compilation process could now progress further (and hit more
>>problems).
>>
>>Chuck has been completely run off his feet and not even on the continent
>>much of the time. When he gets a chance, the Mac will come. It a huge
>>kindness
>>for him to offer to send it. Until then, I'm learning a lot about C++
>>through
>>these efforts, so it is a joy for me to do it. It would also be nice to
>>leave VC++ 6.0 behind for a more modern compiler on the PC, which could
>>follow
>>from this work.
>>
>>I don't have any firm release dates, but I want you guys to know that I
>>am
>>trying, and one way or another, we will get there. :)
>>
>>All the best,
>>
>>Mike
>

Subject: Re: Working on the Mac plugins...

Posted by [Aaron Allen](#) on Wed, 18 Jun 2008 00:48:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

From what I understood it was not the algo/comp, but rather a mmap of a parameter.

AA

"Mike Audet" <mike@...> wrote in message news:485841d6\$1@linux...

>

> Hi James,

>

> What I will do is compile my version of the compressor, and we can see if
> it makes a difference. There may be bugs in the mac driver, but I'm

> hopeful

> everything will work the same on the mac as on the pc.

>

> All the best,

>

> Mike

>

>

>

> "James McCloskey" <excelsm@hotmail.com> wrote:

>>

>>Hi Mike! Glad to here your working on the Mac side. If you get a chance,
>>would you take a close look at the Paris compressor, BT pointed out that
>>there is something wrong with the Mac version of the compressor?

>>

>>Thanks

>>James

>>

>>"Mike Audet" <mike@...> wrote:

>>>

>>>Hi Guys,

>>>

>>>I just thought I'd post an update so that the Mac users know that I have
>>>been working hard to try to bring you guys the plugs.

>>>

>>>I've got CodeWarrior 5.0 running in a Power PC emulator that runs OS 9

> on

>>>my PC. The compiler runs perfectly.

>>>

>>>I've been trying to migrate the PARIS code to the more standard C++ used
>>>by CodeWarrior. The Plugins were developed for Visual Studio 6, and as

>>is

>>>typical for Microsft, the C++ employed by Visual C++ does not adhere to

>>the

>>>accepted standards. So, there are a zillion changes needed to make the
>>code
>>>work. Include file names, class names, and the inner workings of the
>>>code
>>>and compiler are all very different.
>>>
>>>I started out with 300 compile errors (which I think is the maximum) and
>>>slowly widdled it down to 2. When I solved the last 2, another 300
>>>appeared
>>>because the compilation process could now progress further (and hit more
>>>problems).
>>>
>>>Chuck has been completely run off his feet and not even on the continent
>>>much of the time. When he gets a chance, the Mac will come. It a huge
> kindness
>>>for him to offer to send it. Until then, I'm learning a lot about C++
> through
>>>these efforts, so it is a joy for me to do it. It would also be nice to
>>>leave VC++ 6.0 behind for a more modern compiler on the PC, which could
>>follow
>>>from this work.
>>>
>>>I don't have any firm release dates, but I want you guys to know that I
>>am
>>>trying, and one way or another, we will get there. :)
>>>
>>>All the best,
>>>
>>>Mike
>>
>
