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Subject: Working on the Mac plugins...

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

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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

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