

Geeonx for MacOS

Introduction and Installation

04.12.2018

I. Introduction:

Geeonx in three sentences:

Geeonx is a window system.

Geeonx is a Graphical User Interface (GUI).

Geeonx is a shared library.

What do I need to use Geeonx ?

An Mac with Mac OS X 10.6.8 or higher.

The shared libraries

SDL 2 (<https://www.libsdl.org>)

SDL_ttf 2 (https://www.libsdl.org/projects/SDL_ttf)

SDL_image 2 (https://www.libsdl.org/projects/SDL_image/)

What are the benefits of Geeonx ?

Geeonx runs on the basis of SDL (Simple Direct Media Layer). Geeonx is the ideal GUI for Linux to build applications running on Linux and MacOS using only one C sourcecode.

With the tool Geeonx Creator you are able to design all GUI-elements like windows, buttons and icons. Geeonx stores the data of each and every GUI element in a corresponding Geeonx object.

Geeonx Creator will store the GUI data into a *.gee and *.gew file and the Geeonx shared library take over all drawings of GUI elements (inclusive window content) and do all window and button management. Hence it is very easy to program applications with windows, buttons and icons.

For example to alter the content of a window you just change the text_string within the structure of the Geeonx_object. With the call of the function gee_draw_all_objects() the whole interface of the application will be updated.

For those who want to learn to code with Geeonx, look at Geeonx_Create.pdf.

II. Install Geeonx on your Mac:

1. Install SDL libraries

First check if the SDL libraries are installed. If not, download them and install them:

Open each corresponding .dmg file of the libraries and copy the folders

SDL2.framework

SDL2_image.framework

SDL2_ttf.framework

to /Library/Frameworks.

2. Install Geeonx

Create a folder geeonx.framework in /Library/Frameworks.

Copy libgeeonx.dylib and geeonx_public2-xxx.h into it.

Execute geeonx_demo2 or geeonx_creator2 by doubleclicking or via terminal. Sometimes its needed to add execution rights to the file with chmod u+rx.

That's it.

Keep in mind that the *.gee, *.gee, font and gfx files must be in the same directory as the Geeonx applications.

III. Litte introduction into the Geeonx interface:

Geeonx offers pulldown-menus and buttons as you already know from other interfaces. The Geeonx windows differ a little from other interfaces. All buttons to operate the window are placed above the top of the window. Furthermore the selected window is marked with a little colored box (selected_box) and a colored outline around the window.

These are the window operators:



The **Close-Operator** will close the window.



The **Move-Operator** enables you to move the window. With a click on this operator you enable window-movement. With next click on the screen you will chose the new screen position of the window.



The **Arrows** enables you to change the size of the window or to move the content of the window, depending on size or scroll modus is activated.



With the **Switch-operator** you can switch between size and

scroll_modus. Once you have clicked on this operator, the color of the window selected_box and the outline changes.

IV. License and Copyright:

This little introduction accompanies Geeonx (lib_geeonx.so) V 0.99 (build 248). It is not fully tested and hence still a beta version.

The Geeonx library lib_geeonx.so/libgeeonx.dylib, the programs geeonx_demo, geeonx_creator and all gfx files are copyright 2008-2018 of Rasmus J. N. Keller. The name „Geeonx“ (2008) is created by Rasmus J. N. Keller.

The use of libgeeonx.dylib and the programs geeonx_demo and geeonx_creator is subject to the corresponding license agreements: EULA_Lib.pdf, EULA_Geeonx_Demo.pdf, EULA_Geeonx_Creator.pdf.

The source code of geeonx_demo can be used in your own commercial or non-profit applications.

The font DroidSans.ttf is created by Steve Matteson. It is subject to the Apache License, Version 2.0.

V. Thanx:

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Rasmus J. N. Keller 04.12.2018