## **Porting X Applications to PM with Everblue**

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### **Overview**

- What is Everblue?
- Status
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### What is Everblue?

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#### What is Everblue?

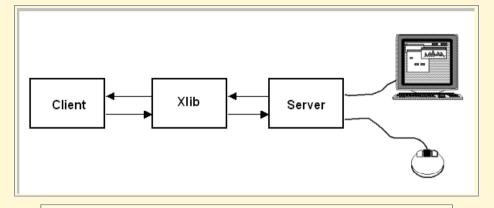
What is X11? What is Everblue? Example (Gimp)

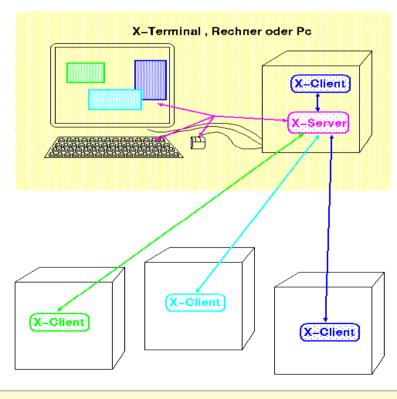
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## What is X11?





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Example (Gimp)

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## What is Everblue?



- binarily compatible to XFree86/2, ...
- very fast, no connection overhead
- many open-source programs are based on X11
- managed by OS/2 community
- expandablable for integration with WPS/PM

#### Overview

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 What is X11?

 What is Everblue?

 Example (Gimp)

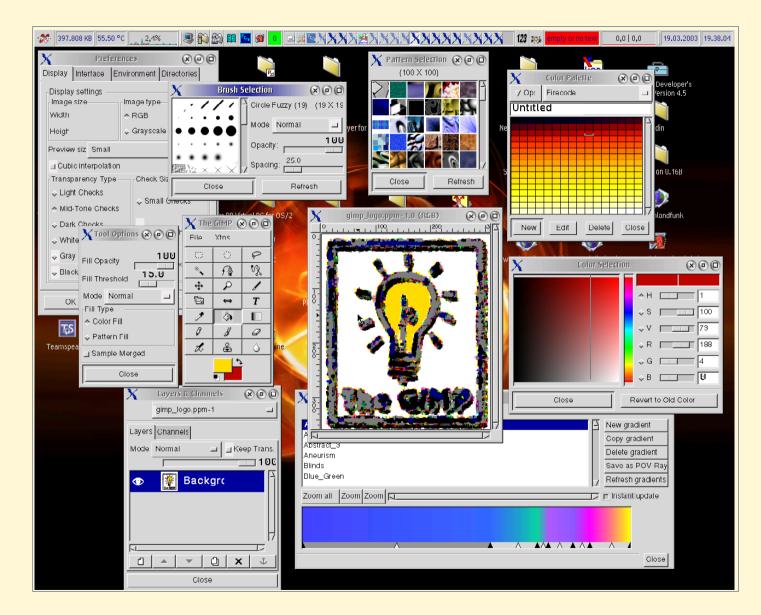
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## **Example (Gimp)**



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### **Everblue2**

#### look at the black board

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### **Status**

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Sorted stubs What is implemented?

What is missing?

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### **Sorted stubs**

- drawing functions
- pixmap/cursor
- fonts
- keyboard
- event handling
- window
- properties / selections
- grabbing functions
- graphics context
- image manipulation
- locking
- color handling
- other
- XKB
- XIM

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## What is implemented?

- daemon concept
- event system
- usage of unmodified XFree86 files for high-level functions
- resource concept
- window borders
- window properties
- font handling
- presentation spaces
- multi-process, multi-threading (partially)

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What is implemented?

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# What is missing?

- complex graphics context functions
- Iocking
- clipboard support
- PM/WPS window manager emulation
- error handling
- input of special characters (e.g. Chinese)
- InputOnly windows



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## **Compiling Everblue**

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#### Compiling Everblue

Getting the environment

Compiling with gcc 2.8

Compiling with gcc 3.x

Compiling Everblue(1)

Compiling Everblue2

## **Getting the environment**

- get XFree86/OS2 for the include and DLL files
- get a compiler gcc 2.8 or Innotek gcc (don't forget to have the runtime library in your path)
- get a working linker, e.g. ilink from IBM C++
- get Everblue by CVS (you can use NOSA!)
- get the GNU file utilities the make files need rm.exe

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Compiling with gcc 3.x Compiling Everblue(1)

## **Compiling with gcc 2.8**

```
lecho off
                                                                           Overview
call I:\unixos2\lib\ux2_env.cmd
                                                                           What is Everblue?
set library_path=%library_path%;.
                                                                           Architecture
set c_include_path=L:\xfree45\usr\X11R6\include;
                                                                          Status
    %c include path%
                                                                           Compiling Everblue
                                                                           Getting the environment
SET PATH=%PATH%
                                                                          Compiling with gcc 2.8
SET ENDLIBPATH=%ENDLIBPATH%
                                                                           Compiling with gcc 3.x
                                                                           Compiling Everblue(1)
make
                                                                           Compiling Everblue2
del zap_env.cmd
                                                                           Further Information
```

## **Compiling with gcc 3.x**

```
@echo off
call J:\Development\gcc3.3.5\bin\gccenv.cmd
set C_INCLUDE_PATH=%C_INCLUDE_PATH%;
   L:\xfree45\usr\X11R6\include
set library_path=%library_path%;.
SET CXXMAIN=J:\Ibmcxxo
SET PATH=%PATH%;%CXXMAIN%\BIN
SET ENDLIBPATH=%ENDLIBPATH%;%CXXMAIN%\DLL
make
```

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# **Compiling Everblue(1)**

- put XFree86/OS2 include dir in C\_INCLUDE\_PATH
- choose .o/.obj suffix and proper defs in makefile (depends on emx / Innotek)
- run make in X11 directory
- if make is case sensitive, rename "xlib\*.c" to "Xlib\*.c"
- ignore the many warnings

resulting files: X11.dll and x11pmhk.dll

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# **Compiling Everblue2**

it is recommended to use Innotek gcc for Everblue2

- put XFree86/OS2 include dir in C\_INCLUDE\_PATH
- compile emxhandl.dll with gcc 2.8
- run make in every directory in this order: ebhook.dll, xdaemon.dll, xdaemon.exe, X11.dll with sub-directories first; copy the lib files to later directories

**resulting files:** emxhandl.dll, ebhook.dll, xdaemon.dll, xdaemon.exe, X11.dll

put xdaemon.exe into PATH (current directory does not work!)

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Questions URLs

### **Questions**

- Ask per Email: Sebastian.Wittmeier@ginko.de
- Ask on the Everblue mailing list
- Talk to us after this session

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Questions URLs

## **URLs**

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- Everblue Homepage
  http://everblue.netlabs.org
- Everblue information on NikiWiki
- Everblue Mailing List http://groups.yahoo.com/group/everblue-dev
- Netlabs Open Source Archive (NOSA) http://nosa.netlabs.org
- Innotek GCC ftp://ftp.netlabs.org/pub/gcc
- UX2 Build System (rsync server down for updates at the moment) http://unixos2.org/pages/ux2bs.html
- XFree86/OS2 4.5.0 Download ftp://ftp.netlabs.org/pub/xfree86/4.5.0

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