
Subject: [Q] Porting from X to Mac

Posted by [Hans-Martin v.Stockha](#) on Tue, 11 Jun 1996 07:00:00 GMT

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Hi,

While porting a large IDL-application written for UNIX/X to MacOS (PowerPC), i came across the following problems:

- 1) Sliders do not seem to generate DRAG_EVENTS under MacOS.
- 2) Although working under the TrueColor visual, the RGB-triplets are mapped through the current color table, like working under the DirectColor visual.
- 3) The pickfile allows only one filter to be specified (which probably is conform to some underlying Mac philosophy, but maybe there is a special seperator for a multiple filter list under MacOS).
- 4) Dialog windows always have scrollbars attached. (Is it possible to get rid of them, maybe by specifying the windows as non-resizable?)
- 5) Dialog windows will always overlap each other, i.e. the active window is always on top. Thus you cannot have simultaneous action in multiple windows, unless you buy a very large screen.
- 6) How can i change the type or creator of a file written with WRITE_JPEG (without using an external program), since the routine lacks the appropriate keywords for modifying these values. It would be nice to have similar keywords like the OPENW routine.

If anybody encountered those before or knows the solutions, any suggestions are welcome (preferably by e-mail).

Another last and general question:

Is there a way to find out the path where the current process is running from? E.g. the path to the starting script for the application. This would eliminate the need to hardcode the location of the sharable objects into the source code. One could search all directories within the !PATH variable, which seems to be rather time consuming.

Many thanks in advance

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