# Jalama - Bug #990

## compile and run Webclient on Mac OS X

02/19/2003 02:00 PM - Chris Jones

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| **Status:** | Resolved | | **Start date:** | 02/19/2003 |
| **Priority:** | Normal | | **Due date:** | |
| **Assignee:** | John Harris | | **% Done:** | 0% |
| **Category:** | jalama-general | | **Estimated time:** | 0.00 hour |
| **Target version:** | Unspecified | | **Spent time:** | 0.00 hour |
| **Bugzilla-Id:** | 990 | | | |

### Description

So far, webclient 1.2 and 1.3 compile and run under Windows and Linux, however
there is no port to Mac OS X.  Need to:

1) Compile webclient. A first step will be to compile against the GTK libraries,
and display using XFree86 under OS X.  This isn't optimal, since we want
webclient to use the native aqua interface to Mac OS X.

2) Port webclient to Mac OS X.  Write the JAWT code for OS X that calls the
native Quartz rendering libraries.

## History

#### #1 - 06/07/2003 02:58 PM - Chris Jones

Bug clean up - John is working on this, so I'm re-assigning the bug to him.

#### #2 - 06/19/2003 03:11 PM - John Harris

I have the webclient running on the mac and everything seems to be working so
I'm gonna close bugs 990, 1081 and 1082 which were generally to do the port of
the webclient to mac os x.

#### #3 - 03/27/2013 02:15 PM - Redmine Admin

Original Bugzilla ID was 990