KDE on Mac OS X
Taking the "D" out of KDE

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Port started in 2001
Pre-KDE3
Biggest headaches: autotools!
First stable release: 3.0.1 in 2002
Today: 3.5.x works very well
(except for aRts)
Early attempt with Konqueror-Embedded in KDE 3.1
First real port started by Sam Magnuson in 2003
Early alphas, only slightly usable
KDE3 codebase too messy for X11 support
Started back up in late 2005, thanks to scons/bksys
Lots of linking and compiling issues, scons was difficult to extend
Win32 work in 2004-2005 had already fixed a ton of Qt/X11-isms
Moved to CMake, and things started moving quickly
Linking on Mac OS X is *weird*
Shared Libraries != Loadable Modules
Picky about indirect symbols
Current Hurdles

DBus Autolaunch
Finder/User Environment
Window Focus
Polish
KDE 4.0 Goals

kdelibs usable
at least a few apps working well
amarok
konqueror
KOffice?
polish, polish, polish!
frameworks!
XCode integration
kwallet/keychain integration
strigi/spotlight integration
MacFuse/KIOslaves
Plasma on the Dashboard
Demo
Questions
Thank You

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