



KDE on Mac OS X

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Taking the "D" out of KDE
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Origins

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)



Porting to Qt/Mac: Qt3

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



Porting to Qt/Mac: Qt4

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



A Digression: Linking

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?



The Future

polish, polish, polish!
frameworks!
XCode integration
kwallet/keychain integration
strigi/spotlight integration
MacFuse/KIOslaves
Plasma on the Dashboard



Demo

Demo



Questions

Questions?



Thank You

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