

MacDX Interface for MacOS



Overview

The MacDX (DirectX® Interface for Mac OS) allows you to bring your product to the Mac OS platform without the need to re-develop your product. As the DirectX® interface is one of the most popular interfaces with a vast amount of information and published documentation, why spend resources on bringing your product to Mac OS when your team can be developing new features or that next killer product.

After you have compiled your product source with your favourite Mac OS development environment, then just link in the MacDX Interface for Mac OS, and now you have your Mac OS version. The MacDX interface takes away all those worries about which version of the Mac OS Operating System and machine should you direct your product at, then don't worry as the interface takes advantage of all the features of a particular Mac OS Operating system version and machine. The interface is finely tuned to take advantage of any end-user's machines and Operating System.

Key Features / Benefits

Key Features	Benefit
No Learning Curve	<ul style="list-style-type: none">• No Cost in training and time in learning another API• Load of books available• No expert knowledge of MacOS required• No need keep up with API fixes
Best Performance	<ul style="list-style-type: none">• No need to fine-tune your product to use the best APIs for Operating System and Machine.
Short Time to market	<ul style="list-style-type: none">• Products can be brought to MacOS in days to week or so• Compile your source and link in the libraries and your are ready to go!

Features

Hosted Operating Systems <ul style="list-style-type: none">• Mac OS 9.x• Mac OS X (or higher)	Languages <ul style="list-style-type: none">• C or C++.
MacOS X <ul style="list-style-type: none">• Mach-O Support• Multi-threaded APIs and thread safe.	3D Cards <ul style="list-style-type: none">• ATI Rage Pro, Rage 128 or better• Geforce II

Web Site	www.coderus.com	Phone	+ 44 1473 434466
Email	sales@coderus.com	Phone/Fax	+ 44 1473 434466

MacDX Interface for MacOS



Development Requirements

- Easily Integrated into the Metrowerks environment.
- Carbonised API.
- Debug version of library, which check parameters and identifies programmatic problems.

System Requirements

Classic MacOS

- Requires Mac OS 9.x or higher
- CarbonLib 1.3.1
- Metrowerks 5 or later
- G3 processor or higher (No 68K Support)
- Memory 32M
- Hard Drive Space 10MB.

Mac OS X

- Requires Mac OS X or higher
- Metrowerks 7 or later
- Project Builder (coming very soon)
- G3 processor or higher (No 68K Support)
- Memory 32M
- Hard Drive Space 10MB.

Who Should Buy this?

- Software Entertainment Developers
- Games Developers
- Multi-Media Software Developers.
- Educational Software Developers.

Support Policy

- Online help and full documentation
- Web based FAQ
- Web based updates to registered Users
- Knowledgeable staff available by phone, email or face-to-face.

Web Site	www.coderus.com	Phone	+ 44 1473 434466
Email	sales@coderus.com	Phone/Fax	+ 44 1473 434466