

## Smuxi Issues [FROZEN ARCHIVE] - Feature # 337: Mac OSX Installer

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Other
<b>Created:</b>	02/04/2010	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	08/19/2012	<b>Due date:</b>	
<b>Complexity:</b>	High		
<b>Subject:</b>	Mac OSX Installer		
<b>Description:</b>	Smuxi is a fully managed C# application and only needs a CLR + GTK# in order to run. Mono and GTK# are both available for Mac OSX and thus Smuxi should provide a installer for that. For some inspiration, see: <a href="http://mjhutchinson.com/journal/2010/01/24/creating_mac_app_bundle_for_gtk_app">http://mjhutchinson.com/journal/2010/01/24/creating_mac_app_bundle_for_gtk_app</a>		

### History

#### 02/13/2010 11:57 PM - Clément Bourgeois

- File *Smuxi\_OSX.png* added

I did some tests that come in that sense, but a working mono installation is hard to get under OSX.

Full integration with OSX (like Banshee and Monodevelop devs did), using the mac system menu bar requires a lot of specific work (full Quartz integration).

The current official mono MacOSX packages don't support SVG as input image format.

I continue my investigations and tests.

#### 07/25/2010 12:20 PM - Clément Bourgeois

Last version of mono 2.6.7 doesn't ship SVG as image input format, this issue should be reported upstream to Novell.

#### 08/19/2012 11:36 PM - Mirco Bauer

- Category set to *Other*

- Status changed from *New* to *Closed*

- Assigned to set to *Mirco Bauer*

- % Done changed from *0* to *100*

Implemented in commit:9ca4b4df2700d380b830e255a16dc18f7da470e1

### Files

Smuxi_OSX.png	140.2 KB	02/13/2010	Clément Bourgeois
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