FAST BUILD SYSTEM

GNUstep includes gnustep-make, a build system which allows you to build your projects by using extremely simple and intuitive makefiles; it provides you with full portability (to any GNUstep platform , and to Apple Cocoa) without the need to interact with tools like autoconf. gnustep-make has been heavily optimized and can crunch through your most complex and deep projects at an incredible speed, dramatically shortening your build and test iterations. If you prefer an IDE, ProjectCenter allows you to create and run projects without the need to write makefiles.

In addition to ProjectCenter, GNUstep provides a tool called pbxbuild which allows you to translate Xcode projects into GNUstep projects so that they can be easily ported to other environments supported by GNUstep.

GRAPHICAL USER INTERFACE BUILDER

Gorm allows developers to quickly create graphical applications and to design every aspect of the application's user interface. It is inspired by the Interface Builder application from OpenStep and from Cocoa, and takes advantage of the dynamic features of the Objective-C language to make it easy and intuitive to connect graphical objects in your window with the actual code in your application. Using drag and drop, all types of objects, such as menus, buttons, tables, lists and browsers are easily added to the interface. With just the mouse you can resize, move or convert the objects or connect them to functions as well as edit nearly every aspect of them using Gorm's powerful inspectors.

Gorm is easily extensible due to its use of both plugins and palettes that allow the developer to add new inspectors and objects that Gorm can use.

It is even possible, using certain palettes, to create an application entirely within Gorm without the need for any compiled code at all (aside from that needed to load the gorm file itself).

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