

FREE

GNUstep is an official GNU project using GNU LGPL as the license of its core libraries.

COCOA COMPATIBLE

GNUstep uses the same language (Objective-C) and API that Apple Mac OS X Cocoa is using. For this reason software written for GNUstep can be compiled on Apple Mac OS X Cocoa and vice versa.

OBJECT ORIENTED DESIGN

GNUstep is a cross-platform, object-oriented framework for desktop application development. Originally inspired by OpenStep, and now following the Cocoa API from Apple, which is based on OpenStep, where possible, GNUstep enables developers to rapidly build sophisticated software by employing a large library of reusable software components.

PORTABLE

GNUstep still takes to heart the original purpose of OpenStep which was to provide a framework which is available on as wide a variety of platforms as possible. Currently GNUstep can allow you to take your Cocoa or OpenStep based applications to Windows, Solaris, FreeBSD, OpenBSD, NetBSD, Linux and a wide range of other platforms including integrated and embedded environments.

FLEXIBLE

GNUstep uses Objective-C, the fastest object-oriented language with full dynamic dispatch, full and direct access to runtime structures (including full introspection capabilities, ability to create classes at runtime, ability to add or modify methods of existing classes), forwarding, distributed objects support built into the language, and much more.

SIMPLE

GNUstep has a simple and consistent API which is the result of decades of development. Objective-C is a simple but incredibly powerful superset of C which a C programmer can learn in a day.

FAST

The GNUstep core libraries include a highly optimized Foundation library.

EASY TO INTEGRATE

Objective-C is compatible with C and uses the same linking conventions, so you can use your preferred C libraries in Objective-C or expose functionality of your Objective-C projects as C functions which can be used from C. Because of the dynamic nature of Objective-C it is particularly easy to interface it with other languages as well, as demonstrated by the existing Guile, Java and Ruby interfaces. C++ integration is simple because of Objective-C++, which allows you to mix Objective-C and C++ in the same file!