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Subject: Re: U++ talk

Posted by [amrein](#) on Thu, 04 Sep 2008 11:41:23 GMT

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Quote:

Also, some other crazy ideas: make U++ able to run and draw it's own windows when in a framebuffer like environment. This way it could run on the Linux framebuffer, or in a normal WinAPI window, but in DirectX buffers for games. I did some hobby gamedev in the past and there was always the problem of GUI toolkit able to render itself in the DirectX framebuffer. And if this works, why not make it work in a console, for text mode GUI's. We could call it UltimateVision++ .

Or UltimateTUI (text user interface)

If draw use plugins for backend, you can think about plugins like: X11, text/console, pdf, DirectX, SDL, xml ...

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