Subject: Re: U++ talk
Posted by mirek on Mon, 08 Sep 2008 06:23:19 GMT

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IMO the actual problem of "pixel" gui in text mode is simple - how to represent widgets and dialogs, originally designed for "real" pixels, in environment where 1 pixel == 1 character.

E.g. think about all those Frames in EditFields.

Therefore I am afraid that text mode GUI would require heavy adjustment to everything -> it is perhaps easier to design it from scratch (not to use CtrlLib). OTOH, Ctrl itself has perhaps suitable interface....

Mirek