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Subject: Re: Draw is final!

Posted by [mirek](#) on Tue, 04 Aug 2009 05:16:52 GMT

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kohait00 wrote on Mon, 03 August 2009 16:06

from the point of view of an embedded system developer, the answer is just clear FRAMEBUFFER, so we could easily get rid of all the heavy weight of the tools needed, like fltk, qt, gtk and all that, barely writing GUI stuff on plain Framebuffer.. that'll be a great benefit..really.

BTW, any details/story about your embedded development?

The area attracts me, but I do not have any real experiences. I am just waiting for ARM based smartbooks to gain some:)

Mirek

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