Subject: Re: Porting SystemDraw to Frambuffer
Posted by kohait00 on Thu, 03 Sep 2009 09:26:43 GMT

an idea came along..

i'd need a bunch of drawing operations, which already are there, in the ImageDraw stuff.

so we might take a step to use an ImageDraw, somehow opening /dev/fb0 and using that one as SystemDraw, so we would have a single window application, nevermind , no problem, thats a start

now any comments of those who already know more of the base part down there in U++, what might be the problems???