Subject: Re: Porting SystemDraw to Frambuffer
Posted by mirek on Fri, 04 Sep 2009 10:06:29 GMT

kohait00 wrote on Thu, 03 September 2009 05:26an 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

Nope, you need Painter, more specifically BufferPainter.

fb support is one of areas I would like to investigate. I have a very stupid question:

Is it possible to somehow develop fb application in X11 environment? I mean, how do I activate fb from X11 so that I can see results?

Mirek