
Subject: Re: Porting SystemDraw to Frambuffer
Posted by [mr_ped](#) on Fri, 04 Sep 2009 13:53:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mindtraveller wrote on Fri, 04 September 2009 14:40Did I understand correctly that you try to create layer that enables writing POSIX GUI apps without need of X11?
(excuse me interfering this topic)

I would say partially that's what he's trying to do, except he's probably not worried about window manager itself, he needs that part inside window, i.e. drawing widgets + receiving events. Moving/resizing/overlapping windows is maybe out of scope for him right now.

kostah:

The current status of SDL package is add-on, so you can add it to Core application, initialize the screen, and use ordinary SDL functions to draw something, but the CtrlCore is not aware of it at all.

edit: and due to licensing of SDL I'm not sure it's possible to integrate it into base U++ libs so tightly.

I think Mirek would rather opt for custom U++ FrameBufferPaint back-end (under BSD license), but I'm not sure if it fits into his development budget, there's never enough time to do everything you would like to.
