

---

Subject: Re: Porting SystemDraw to Frambuffer  
Posted by [zsolt](#) on Fri, 04 Sep 2009 14:06:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote: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?

I think, it is not possible to you use X11 and fb symultanously on the same hw.

About 10 years ago I created an embedded Linux app with SDL. It was convenient to develop it on my local machine under KDE.

The target device had a framebuffer console without X11.

SDL is a very thin layer, I found it not very resource hungry.

I think, the best solution would be to create an SDL backend to Draw and render ctrls into the SDL surface.

SDL apps can run on fb and in an X11 window also, without change.

And this way you would be able to compile the app to Windows as well (fortunately SDL is not POSIX only).

---