
Subject: Re: Porting SystemDraw to Frambuffer
Posted by [kohait00](#) on Wed, 16 Dec 2009 21:08:53 GMT
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hi mirek, here comes the stubs for framebuffer environment. it should compile fine. is just the extract from my current svn tree (only the changed stuff left, simply replace)

flags situation:

GUI needs to be specified for FB only, if no backend follows, X11 is chosen automatically. (GUI X11). to compile framebuffer: GUI FB, WIN32 currently does not actively distinguish anything (besides what you mentioned).

i used X11 backend stuff as template, just tweaking as little as possible in first instance.

if possible, you could include this into trunk uppsrc, it comes with full .svn backend, so you can backcheck svn diff, but it mostly is things like extending `#ifdef PLATFORM_X11` to `#if defined(PLATFORM_X11) || defined(PLATFORM_FB)` and the like.

the stubs, which were demanded during compile or linking have been prepared so far commenting code with

```
#ifdef UNUSED
...
#endif
```

next step i will try to prepare the TopWindow thing opening the `/dev/fb0` and maybe painting a first picture. this could take a bit.

a branch would be good.. so i dont bother you to often, if you prefer

thanks for help

File Attachments

1) [uppsrc_svnextract.zip](#), downloaded 403 times
