Subject: Re: Draw is final!
Posted by kohait00 on Tue, 29 Jun 2010 15:57:09 GMT
View Forum Message <> Reply to Message

hey mindtraveler

see thread (link above). Upp might go framebuffer, to spare out SDL and all that stuff on embedded devices. Painter is excellent, it can draw things standalone (headless draw) to .... framebuffer under linux (/dev/fb0)