
Subject: Re: Draw is final!

Posted by [kohait00](#) on Tue, 29 Jun 2010 15:57:09 GMT

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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)
