
Subject: Re: Porting SystemDraw to Frambuffer
Posted by [mirek](#) on Tue, 06 Jul 2010 07:49:14 GMT
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kohait00 wrote on Sun, 04 July 2010 05:58another querstion:

where will be the problems (as expected) concerning Chameleon stuff and framebuffer? is there things to account for? how to properly initialize Chameleon stuff when you dont have OS underlayer?

Not much problem there. Basically, you compile as "NOGTK" and get default, non-OS dependent, look&feel.

Anyway, I may repeat myself, but the idea is that there should be something like "FB" flag and the whole framebuffer "backend" should be virtualized, so that you can easily bind U++ to any sort of device (framebuffer, SDL...).
