
Subject: Re: Porting SystemDraw to Frambuffer
Posted by [kohait00](#) on Tue, 06 Jul 2010 08:13:29 GMT
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Quote:

compile as "NOGTK" and get default, non-OS dependent, look&feel.

thats great..., i already have specified NOGTK flag when selecting FB, so its goot to know that was right

Quote:

there should be something like "FB" flag

i already have previsted something like that, flags: GUI X11 for current linux stuff, GUI FB for framebuffer stuff, with fallback option, if nothing else specified, GUI defaults to GUI X11, so no package breaks

Quote:

the whole framebuffer "backend" should be virtualized, so that you can easily bind U++ to any sort of device (framebuffer, SDL...).

dont quite get you here. frame buffer cant be "virtualized", its a backaned like the others as well, with its own SystemDraw, input parsing queue, timer procedure etc.. could you explain?

btw: SDL should be a port of its own. ofcorse, then, you can run upp on framebuffer as well, because SDL runs on framebuffer as well, but upp wont know about framebuffer..
