## Subject: Re: Porting SystemDraw to Frambuffer
Posted by mirek on Thu, 08 Jul 2010 08:30:23 GMT

kohait00 wrote on Tue, 06 July 2010 04:13Quote:
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 prevised 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?

All these 'details' can be expressed by a bunch of virtual methods (very simplified said).

Later you take these and bind U++ to SDL or framebuffer or whatever else.