
Subject: Re: Porting SystemDraw to Frambuffer
Posted by [kohait00](#) on Thu, 08 Jul 2010 13:07:41 GMT
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so my base idea would be:

InitFB() / ExitFB()

open and close the framebuffer and input files, init the framebuffer blitting (in case of weird formats) and all other stuff .

Open() / Create()

ensures that only one TopWindow exists, sets fullscreen flag, makes first RefreshDeepLayout()

ProcessEvents()

reads userinput and translate it to DoMouse() / DispatchKey() repaint the TopWindow area using SystemDraw from FB

about the timer thing i need some ideas