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Subject: Re: Porting SystemDraw to Frambuffer  
Posted by [dolik.rce](#) on Thu, 08 Jul 2010 13:41:53 GMT  
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kohait00 wrote on Thu, 08 July 2010 15:07  
about the timer thing i need some ideas

Hi Kohait,

What about bazaar/Timer? It is pretty universal and independent package, someone isolated it from CtrlCore for use in console apps (it depends only on core). Only problem might be that it requires MT (Is it really problem?).

kohait00 wrote on Thu, 08 July 2010 15:07

Open() / Create()

ensures that only one TopWindow exists, sets fullscreen flag, makes first RefreshDeepLayout()  
It might be easier (and even better) to not control how many TopWindows is opened. Just paint the topmost (the latest opened).

I really like the idea of U++ on framebuffer. Expect my help as far as my knowledge goes

Bye, Honza

EDIT: Oh, now I see that bazaar/Timer is your work, so you probably already considered it So, what about using POSIX timers (timer\_create, timer\_settime etc.)? I'll have a closer look at it as soon as I get back to my linux computer (which is unfortunately not until next week )

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