Subject: Re: Porting SystemDraw to Frambuffer
Posted by mirek on Thu, 08 Jul 2010 15:55:48 GMT
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kohait00 wrote on Thu, 08 July 2010 05:36i'll try to..

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

well, SDL is in fact not quite the same as simply framebuffer and /dev/input, its more sort of X11, you allocate a SDL_Surface, and need to process input events..

Which is exactly why I would attempt to make the whole framebuffer variant generic...

Quote:
LRESULT CALLBACK Ctrl::UtilityProc(HWND hWnd, UINT message, WPARAM wParam, LPARAM lParam)
processes the WM_TIMER message. the timer is used to wake up the ProcessEvents stuff (TranslateMessage / DispatchMessage) which will also process what?? why does it need to wakeup? process the postcallbacks? becuse, user input and repaint stuff comes directly as WM_* messages, which wake up the queue as well

sorry for the long post, just need to clarify i dont miss things.

Utility proc is Win32 implementation hack - we are using one special window (utilityHWND) to handle some Win32 messages that could not be handled otherwise. UtilityProc is its windows proc.

The rest you get right, however, it has little to do with planned framebuffer target.

Mirek