Subject: Re: Porting SystemDraw to Frambuffer
Posted by mirek on Fri, 09 Jul 2010 12:28:44 GMT

mr_ped wrote on Fri, 09 July 2010 06:50Quote:the best thing would be to extend the Painter with some converterfunctions, to create i.e a ImageBuffer or sth. with the different format.. which i can write directly to framebuffer.

You draw into Raster (or ImageBuffer?) with Painter, then with final Raster you can use RasterEncoder and RasterFormat classes to produce final format for output.

Well, I believe that "FB flag" configuration should end right at RGBA and eventual conversion should be performed by framebuffer host virtualization. It is one of tasks I would dedicate for that...

Mirek