Subject: Re: Porting SystemDraw to Frambuffer
Posted by kohait00 on Thu, 21 Oct 2010 07:25:25 GMT

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have to admit that i'havent gone too far since my work burdens have become important again. but the thing is definitely to be done.

mireks idea of an idependant, easy to port interface for upp CtrlCore / SystemDraw is a good idea. in terms of having some kind of function names which are known to be a must to implement,

like the message queue, that generates the input events for upp. so you just know here and there i need to post this and this message.

another must function is the drawing function where either a SystemDraw is instantiated to do drawing or what ever else..

it should also have some possibility to interrupt the waiting for messages in message queue like mirek pointed out, at about 10 ms..to be able to process PostCallbacks and SetTimerCallbacks...

how experienced are you in all the underhood upp interfaces? i'm actually having a hard time to get a grisp of what is what..