
Subject: Re: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)

Posted by [kohait00](#) on Thu, 18 Nov 2010 08:15:05 GMT

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i've seen koldo porting SDL to be a SDLCtrl.

but it seems not to be a 'true' sdl port, heavy relying on windows draw surface handles etc..

what was the intention for that?

btw:

Functions4U_Gui.h:7

needs to read like this to compile it successfully for GCC:

(making Image ref a const one)

```
inline const RGBA *GetPixel(const Image &img, int x, int y) {
```
