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

Posted by [koldo](#) on Thu, 18 Nov 2010 10:13:15 GMT

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Hello kohait0

Quote: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?

SDLCtrl is a control to handle SDL. It is designed for Linux and for Windows. It is going to evolve in few time but published code will remain rather stable.

It includes also a SDLCtrl_demo, based in unodgs SDL demo, but inside a Ctrl, so it is in a window, it moves and resizes and the creation and destruction is internally handled so the programmer just have to program the video and audio. SDLCtrl supplies the remaining services.

The first intention is to be a base for a MediaCtrl to come soon. However SDLCtrl will include a C++ interface to many SDL possibilities.

Quote:Functions4U_Gui.h:7

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

(making Image ref a const one)Sorry, I do not understand. Actually it compiles and runs without problem. However I will add the const to Image, it is more adequate.
