Subject: Re: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)
Posted by kohait00 on Thu, 18 Nov 2010 10:19:06 GMT

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ah ok, now i get it..

SDLCtrl is meant to be just as any other Ctrl, beeing able to be included in a usual win/linux application.

so what still remains is to have a native rendering backend for Upp on solely SDL, no matter win or linux, to render SystemDraw on SDLSurface.

i think your example will be a great deal of help in doing just that.