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

Posted by [mirek](#) on Sat, 27 Nov 2010 17:21:37 GMT

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I have come to conclusion that what we need to do first is total separation of host platforms from the code, so that anybody can start developing ports without the need to edit CtrlCore.

So I decided to start soon "project Rainbow", that will do just this. I hope to start in Jan and be done within 2-3 months.

BTW, my motivations is even more ambitious - this will allow me to experiment with "ultra-thin" web apps, where all processing is done by U++ and displayed by Java on the client (alt. Flash or maybe even Javascript) in a way similar to Terminal Services. So basically developing app with web interface should be principally the same as developing normal 'fat' U++ app...

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