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

Posted by [dolik.rce](#) on Sat, 27 Nov 2010 18:00:09 GMT

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luzr wrote on Sat, 27 November 2010 18:21BTW, 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...

Do you mean something like this: <http://blogs.gnome.org/alex1/2010/11/23/gtk3-vs-html5/>? (Just better, as it will be written in U++ )

Anyway, such separation would be really great... It might also help a lot in (probably near) future when wayland server starts replacing Xorg.

Honza

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