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

Posted by [mirek](#) on Sat, 27 Nov 2010 18:51:36 GMT

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dolik.rce wrote on Sat, 27 November 2010 13:00luzr 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++ )

Yes. The question is at what level to do rendering. Above example simply passes changes in raster graphics. I believe that transferring "Draw stream" is more viable solution. I have done some preliminary experiments and have found that my current bussines application "full rePaint" produces Draw data that can be compressed to something like 5-8KB, maybe even much less (well, Image data are not in this, but after all, Images will be transfered just once...)

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