Subject: Re: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)
Posted by mirek on Sun, 28 Nov 2010 11:21:18 GMT

koldo wrote on Sun, 28 November 2010 03:51Hello Mirek

So Rainbow package would be like Painter, but to be used in a web server to send Javascript to the client?. Would it include controls too?

No.

Actually, anything web related is "to be decided later".

What I want to do as "Project Rainbow" is CtrlCore host platform separation. That is a good prerequisite for framebuffer, SDL, MacOS X, Android and maybe "web terminal".

The important thing is that after the separation, all these technologies could be developed without edits to CtrlCore...

In other words, it will be possible to work on all these projects simultanously.