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

Posted by [Tom1](#) on Mon, 29 Nov 2010 09:11:08 GMT

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Hi Mirek,

Should I understand your 'project Rainbow' as 'GUI abstraction layer', a package that exposes the GUI API of each supported platform in a unified manner so that the future CtrlCore always sees this as the same regardless of the platform? (This includes the likes of SystemDraw, message queue handling, window management, etc.. or what?)

The GUI porting efforts to different platforms would then essentially focus on this GUI abstraction layer, right?

Best regards,

Tom

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