

---

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

Posted by [mirek](#) on Mon, 29 Nov 2010 09:50:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes. Basically, the goal is to to wipe out most of these `#ifdef PLATFOM_` lines from CtrlCore. Except that I guess it still makes sense to have X11/Win32 implementations there...

Also, doing so, I think it even makes sense to make the system flexible so that more GUI modes can be available in single binary. I can imagine e.g. webserver that provides some diagnostics in Win32/X11 GUI...

---