
Subject: Re: Rainbow, first iteration
Posted by [kohait00](#) on Wed, 22 Jun 2011 08:21:01 GMT
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this is really nice news..

MacOSX wont take long either with this helper. thanks.

as of android, it might be quite difficult to circumvent the whole java stuff. the only possibility will be the NDK.

concerning the 'uglyness' of rainbow:

as a program usually only uses one single graphics/ui backend, the compiled-in option is definitely the fastest way. of course a clean HAL like GUI abstraction layer would be more clean but this all comes at expenses: complexity and speed. i think the current approach, though a bit 'ugly' and not transparent at first glance, is a moonlite solution. it definitely needs kind of a tutorial on how to start and what is what and what is expected to happen inside some functions. but this manageable.

pxCore seems appealing. especially in terms of designing apps on PC framebuffer emulation whilst they still run on bare embedded framebuffer. that'd be a niiiice advantage in embedded world. believe me one often breaks the neck there. recompiling untouched code is just heaven.

anyways, for the clean fb0 solution, i have found somewhere a test prog once, and tried to use it in u++.

find it attached.

@mirek: the Framebuffer / WinFB is a starter isn't it?

Framebuffer.h:60 lacks a ';'

do you already use the WinFB stuff? when i try to compile rainbow/Paint i get some errors.. have any working environment?

if you could provide a slight description on the files/some crucial functions i could try to make some steps.

File Attachments

1) [fb0test.rar](#), downloaded 470 times
