Subject: Re: Rainbow, first iteration
Posted by mirek on Wed, 22 Jun 2011 18:40:04 GMT

kohait00 wrote on Wed, 22 June 2011 04:21this 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.

AFAIK, it is not longer needed. NDK is good enough now (I believe was ugraded at the end of last year).

Quote:
concerning the 'uglyness' of rainbow:

Well, as I am now working on FB backend, it is perhaps ugly by concept, but in "live" development it does not look so bad...

Quote:
and of a tutorial on how to start and what is what and what is expected to happen inside some functions. but this managable.

Actually, that is one purpose of FB backend...

Quote:
@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?

It's under development. Frankly, it barely compiles now. A lot has to be done before it even paints something

Mirek