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Subject: fb0 shows first Upp stuff  
Posted by [kohait00](#) on Mon, 27 Jun 2011 12:49:43 GMT  
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hi mirek

i played around with rainbow a bit.

thanks to your work, i've been able to have fb0 show the fullscreen view of Paint package.  
attached are the 2 patches.

patch0 has some fixes concerning PLATFORM\_X11, which should be GUI\_X11 or PLATFORM\_POSIX now, please review it. there also arises a slight problem with Image, it still has some code PLATFORM\_WIN32 and PLATFORM\_X11 dependant. but due to elimination of PLATFORM\_X11, which is available from Core level, GUI\_X11 is available from CtrlCore level only, Image, which is included by CtrlCore does not know anything from GUI\_X11. i dont have any solution for this. maybe the platform dependant stuff should be made a special class, which is implemented platform dependantly.

patch1 has got the changes for the real framebuffer, it is veery basic only, just to make it show sth. what idea did you have concerning ProcessEvent / Eventloop? read /dev/input in another thread? and what about non MT environment? there is no way to make the ImageBuffer directly be based on framebuffer pointer? one could save the copying..

i also attached the sources directly. in case you arent able to aply the diff patch (created under suse 11.3 with git make patch)

i am getting really excited. upp becomes really an option for embedded stuff ..and a good option.

EDIT: for those of you trying it out: make sure to execute the app in a console, where fb is enabled. do not try to execute it in your GNOME or the like environment. it wont show the fb.

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## File Attachments

1) [stuff.tar.gz](#), downloaded 424 times

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