Subject: Re: Rainbow, first iteration
Posted by mirek on Mon, 27 Jun 2011 15:43:00 GMT

kohait00 wrote on Mon, 27 June 2011 03:52really nice progress in Frambuffer.

i tried to compile it in suse, making WinFB dependant of WIN32 flag. it depends on a the windows virtual key codes and the stuff from stdids.h.. the virtual key codes are in WinUser.h, how should we tread this stuff? can we pack them together?

Well, that is one of ToDo now... My current plan is to make keycodes defined in 'final' framebuffer backend, perhaps through rainbow #define.

Alternative approach would be to define framebuffer specific keycodes and translate (from Win or X11) to them. IMO, much more work...