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Subject: Re: Rainbow, first iteration

Posted by [mirek](#) on Mon, 27 Jun 2011 19:05:33 GMT

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kohait00 wrote on Mon, 27 June 2011 12:14

you are currently using the windows virtual key codes. why not keep them? stdids.h is lend from win32 as well and is part of CtrlCore (for X11) so why not? save some work actually. i admit i havent spend much on this issue anyhow..i just copied the VK codes from WinUser.h to make it run.

I believe it will be easier to define a new set for particular framebuffer backend...

Actual revision moved keys.h to WinFB.

Quote:

ImageBuffer should be initializable from a given buffer as well. thus we can spare ourselves some copy time..

Well, I expect 'backpaint' operation to be default for framebuffer for now. It is easier to develop and perhaps the required mode anyway.

Quote:

but it has Buffer<char> pixels inside..maybe to use sth different? maybe it will be difficult because of ref count Image data takeovers.. but think about it.

Actually, I already did and in the future, I plan to change BufferPainter to use raw binary buffer too (instead of ImageBuffer).

Mirek

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