

---

Subject: Re: Rainbow, first iteration

Posted by [mirek](#) on Tue, 28 Jun 2011 11:32:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

kohait00 wrote on Tue, 28 June 2011 06:39we actually dont need a common codes set, the backends normally provide them as well. i.e. linux input subsystem...

do you plan to detach the gui backends from CtrlCore completely?

I plan to keep Win32/X11 in CtrlCore. Most apps use just this and it would be 2 packages more in the list. In future, when MacOS and Android are available, I consider moving them there too.

Quote:

i noticed that WinAlt does not use cham. is this planned?

Unlike, WinAlt is only the first "proof of concept", nothing more.

Quote:

generally, from where do you plan to have the final GUI backend selection? from the top ackage like it is now or from the CtrlCore package? i mean where the guiplatform.h is finally situated. it could be 'overridden' in case of special specification. but all provided backends could live at some bottom level, to be selected with a compile flag like WINFB, LINUXFB, MACFB (those that are known and already exist).

I agree with compile flag and will be moving in that direction.

However, guiplatform.h placement is what it is supposed to be. I mean, first guiplatform.h in nest chain gets used. This is to allow everybody to groom his own backand withou fiddling with uppsrc code..

Quote:

this would reliev the user to specify it's own guiplatform, instead he could only take the Framebuffer package and select the backend via compileflag.

Actually, I believe we are heading right there.

BTW: i committed the state of yesterday. what is missing, are the patch0 changes.. i found a mean to convert git patches to tortoise patches. so here it comes again. [/quote]

I have found a problem there: In Image.h, GUI\_X11 is not yet defined....