Subject: Re: Rainbow, first iteration
Posted by kohait00 on Wed, 29 Jun 2011 09:43:37 GMT

i'm twiddleing a bit with SDL, it should be possible to treat it as Framebuffer backend, right ?

here, we got a problem with GUI_APP_MAIN define in After.h of Framebuffer. in PLATFORM_WIN32 environment, Framebuffer makes FBInit(hInstance). for SDL environment under win32 i need console app stuff

wouldn't it be good to just have an APP_MAIN and the rest via compile flags? as depricated means CONSOLE_APP_MAIN and GUI_APP_MAIN would redirect to APP_MAIN.. it's just an idea. it surely implies a lot more that i dont know of.

EDIT: tried to make APP_MAIN..see patch

the decision is made automatically, via flagGUI. the others redirect to APP_MAIN. i left DLL_APP_MAIN untouched.

File Attachments
1) patchappmain.svn.patch, downloaded 597 times