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Subject: Re: Rainbow, first iteration

Posted by [kohait00](#) on Wed, 29 Jun 2011 09:43:37 GMT

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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

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1) [patchappmain.svn.patch](#), downloaded 631 times

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