Posted by cbpporter on Thu, 30 Jun 2011 06:33:27 GMT

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Just a quick though based on my experience with my Irrlicht back-ended GUI experimentation (without Rainbow).

What would be your recommendation on handling the lack of a windowing system? My solution is to use a "hidden" master window, which ownes everything, and the actual windows are actually fake windows, basically a slightly smarter StaticRect with frame.

Does rainbow have any support for defining an underlying windowing framework?