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Subject: Re: Rainbow, first iteration

Posted by [kohait00](#) on Thu, 30 Jun 2011 09:14:42 GMT

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mirek wrote on Wed, 29 June 2011 19:11Hm, I guess that perhaps we should move GUI\_APP\_MAIN to final backend...

i think so too. the APP\_MAIN stuff posted above is running well, though. this would leave the user with only one place to think about GUI switching, this beeing the flag.

a project would always compile with or without GUI flag, even if it uses CtrlCore stuff in a console app (might be a case someday), since CtrlCore/CtrlLib don't depend on GUI flag.

BTW: with that, i managed to override APP\_MAIN in SDLFb.

so SDL is painting Upp now, too but it's all rudimentary. when it compiles and draws, one can relax and continue. for me to commit the starting point, i'd need to know which final direction this APP\_MAIN stuff goes to.

i'd vote for this too, (but this is sort of taste dependant):

to move the specification of the implemented gui's, beeing native, to guiplatform.h

and have the defaulting take effect in CtrlCore.h

thus it uses the same means as upper guiplatform.h

which can #include "../uppsrc/guiplatform.h"

for backwards compatibility

CtrlCore.h:8

```
#ifndef GUIPLATFORM_INCLUDE
```

```
#ifdef PLATFORM_WIN32
```

```
#define flagWIN32GUI
```

```
#endif
```

```
#ifdef PLATFORM_POSIX
```

```
#define flagX11
```

```
#endif
```

```
//include again for defaults to activate
```

```
//guiplatform.h may not have ifndef/define protection
```

```
#include <guiplatform.h>
```

```
#endif
```

```
uppsrc/guiplatform.h
```

```
#ifdef flagWIN32GUI
```

```
#define GUIPLATFORM_INCLUDE <Ctrlcore/Win32Gui.h>
```

```
#endif
```

```
#ifdef flagX11
#define GUIPLATFORM_INCLUDE <Ctrlcore/X11Gui.h>
#endif
```

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