
Subject: Re: Rainbow, first iteration

Posted by [kohait00](#) on Mon, 04 Jul 2011 12:12:09 GMT

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looks niice..

the greatest issue for me currently (on SDL) is how to correctly process keys..

can you clarify a bit what K_DELTA and the others mean? K_ALT etc. are supposedly modifiers reported alongside the key codes.

when does Keyboard infrastructure expect ascii / unicode and when the +K_DELTA stuff. what is it for..

i think SDL will need to be a selfsustained (not Framebuffer dependant) thing. while it will loan most code from it.. but i hope to avoid it.. and keep it slim. it currently paints and processes mouse already.

BTW: is the APP_MAIN idea of any value? otherwise i'd drop my changes..