Subject: Re: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)
Posted by chickenk on Tue, 05 Jul 2011 16:14:13 GMT
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Hi,
kohait00 wrote on Tue, 05 July 2011 16:28SDLFb port (very alpha) is available through rainbow
layer, thanks mirek.
I tried to compile rainbow packages with the SDLFb port using my upp-waf build system, and it
works fine expect it showed me that SDLFb package should depend on CtrlCore (it includes
CtrlCore.h somewhere). Can you add this dependency?

Congrats for the hard work to everyone involved! Those are really great news.

Lionel