
Subject: Re: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)
Posted by [kohait00](#) on Tue, 05 Jul 2011 17:20:54 GMT

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There is quite a bit to still figure out how to do, also in terms of backend handling and dependencies. I will try to fix it soon. Next step will be to finish the native framebuffer port
