Subject: Re: Rainbow, first iteration
Posted by kohait00 on Tue, 12 Jul 2011 09:31:33 GMT
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Win32Gui.h:324
X11Gui.h:227

void DrawDragRect(SystemDraw& w, const Rect& rect1, const Rect& rect2, const Rect& clip, int n,
            Color color, uint64 pattern);

need to be added, otherwise it prevents rainbow/Paint from commpiling with GUI only. how should that be treaded generally? is this considered a 'to be implemented' function?

my goal is to have a bunch of backends to choose from, while developing can go GUI only, later one switches to GUI LINUXFB..

what about a meta package wihich incorporates all backends? so one only needs to add that one..it has the right flag switches set already..

@mirek: especcially for Framebuffer: could you summerize in short your thoughts/strategy on designning the FB* interface (FBInit, FBFlush.. etc)