
Subject: Re: Rainbow, first iteration
Posted by [mirek](#) on Tue, 12 Jul 2011 13:04:35 GMT
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kohait00 wrote on Tue, 12 July 2011 05:31Win32Gui.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 compiling with GUI only. how should that be treaded generally? is this considered a 'to be implemented' function?

...well, DrawDragRect is "under development" now, caused me some troubles (some indirectly). Interface is changing because of framebuffer, it shall be "to be implemented" function but with different signature.

Quote:

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

Yes.

Quote:

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

Well, maybe. Do not consider this that important now. It is easy to add required FB backends to the project.

Quote:

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

Anything specific?

I have to say some things are still changing..

Mirek
