Subject: Re: Rainbow, first iteration
Posted by mirek on Fri, 15 Jul 2011 13:13:36 GMT
View Forum Message <> Reply to Message

kohait00 wrote on Wed, 13 July 2011 04:46now thats sort of preliminary doc thanks for clearifying this..

another big question in embedded systems is, after i have talked again with my boss, support for 565 (16Bit) drawn backend, means BufferPainter with 16 bit support. now this is quite important, since this is the second most case in ES. with theese 2, we'd probably habve 95 % cases.

we could blit accordingly in FBUpdate, but this would really have a performance hit.

what means do we have to do that?

EDIT:
i know you wrote:
message 9781
Quote:

Well, our take (since the beginning) is that supporting other than 24 bit colors in the interface is not worth the trouble, especially supporting palettes is useless (the notable exception here is Image export/import infrastructure, where it is still required).

It was true in 1999 when we started and it is even more true now

That does not mean U++ apps would not work, they do, just look worse. U++ sets some default palette and uses it.

for ES this is not neccessarily well but i know, upp wasn't designed with ES in mind... so the question is, what to is the esiest path to have that? an own SystemDraw with a special BufferPainter?

I am afraid that even in this case, the best solution is still FBUpdate converting 24->16.

I believe that it should not be much really much slower.

That said, 16bit SystemDraw is still possible, but it is a big amount of work.

Mirek