
Subject: Re: Rainbow, first iteration

Posted by [kohait00](#) on Fri, 15 Jul 2011 14:48:39 GMT

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what would cover the work nessecary?

Painter implementation for 16 bit??

FBEndSession & EndSession: any hints here?

BTW: is there a uniform way to gracefully stop the application, besides calling the current TopWindow::Close? i mean sth like EndSession would be really great..to ensure the GUI_APP_MAIN can finish its work, which would not be using exit(0).. i need sth without a TopWindow instance as base...
