Subject: Re: Rainbow, first iteration Posted by copporter on Fri, 22 Jul 2011 11:23:18 GMT View Forum Message <> Reply to Message

I was wondering what are required steps to get a new Rainbow backend started. Nothing too complicated, only something that can render the contents of a TopWindow (no border/sizing required) with a Paint method. I do not need fonts, Painter or other more advanced features.

Can you give me any instructions/hint/first steps? Do I need the rainbow from trunk or branches. I am guessing the skeleton package is a striped down starting point.

I want to try to investigate during weekend if my Irrlicht windowing system can be converted to a Rainbow backend.

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