Subject: Re: Rainbow, first iteration
Posted by mirek on Fri, 22 Jul 2011 12:51:39 GMT

cbpporter wrote on Fri, 22 July 2011 07:23I 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.

This all is very much under intense development.

What is 'rainbow' is first attempts at different backends for U++. So in theory, you do not need rainbow nest to create GUI backend for U++. In practicem it is a good starting point....

The best start is thus to checkout 'rainbow' and try Paint or UWord 'examples'.

Mirek