
Subject: Re: Rainbow Framebuffer - theide running
Posted by [cbpporter](#) on Fri, 22 Jul 2011 13:54:09 GMT
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Wow!

Great!

I brought up the subject of window borders (simulating windows on a flat drawing canvas) and the support Rainbow has for this. I didn't quite understand the details of this, so now is a good time to ask again. I see that the windows have titlebars and buttons. These are managed by the specific Rainbow backend, in this case WinFB? There is code in the backend to draw window borders and handle mouse events on these borders? Simulating what normally is done by Windows or X11?
