Subject: Rainbow phase 1 finished
Posted by mirek on Sun, 24 Jul 2011 18:56:38 GMT

My list of issues to be implemented for Framebuffer (as first proof-of-concept rainbow backend for U++) is now empty (except for some possible optimizations), so I consider this phase complete.

Hereby is win32 example:

  http://code.google.com/p/upp-mirror/downloads/detail?name=UW ord.zip&can=2&q=#makechanges

I would like to ask U++ community for testing this Win32 executable (just to explain, obviously running framebuffer backend in Win32 window does not make much sense except for development purposes, but it has to run anyway).

Everything should work, including clipboard and drag and drop - obviously they only work inside "framebuffer environment".

Next steps now should be

- macosx
- android
- maybe "gtk backend" - one which is more tightly bound to gtk
- ditto for QT

Volunteers needed