Subject: Re: Rainbow, first iteration
Posted by kohait00 on Wed, 27 Jul 2011 13:49:11 GMT
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i'm definitely not into the whole Font's stuff, so i leave it for you but with drawing, i could try helping.

in fact, what is needed, is to at least have a 24 bit support (alpha-less). many current embedded framebuffers offer full 24-bit RGB backend, so firing up dma for the chunk is easy and you got a touchscreen working and a quite nice and responsive GUI.

couldnt the drawing backends be made sort of similar to rainbow? exchangeable? see, internally, upp could still use full RGBA/Color format. but depending of which format you chose for i.e. BufferPainter, a DrawLineOp or the like will call some coresponding helper functions, probably from the rasterizer. and as far as i can imagine, it would only affect the real local buffer painter. all the other painting backends will be connected to native OS means anyway, i.e WIN32 API, X11 drawing, GL rawing, MACOSx drawing. they are not buffer drawing

but i have to admit that i have not enough experience and in-depth knowledge of the whole drawing system, reading code is good, but a view phrases from the devs is best help available..