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Subject: Re: Release 11.10

Posted by [mirek](#) on Thu, 06 Oct 2011 08:44:07 GMT

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unodgs wrote on Thu, 06 October 2011 01:42mirek wrote on Wed, 05 October 2011 10:59w.r.t.  
Rainbow, well, maybe the correct solution is to move WinFB to reference, as it is a reference  
example about how to use rainbow after all.

It would add just two or three packages to reference, which is OK IMO (Framebuffer, WinFB and  
some example, perhaps UWord)

I think this is wrong. Framebuffer (and winfb + linuxfb) is a software renderer backend for upp's  
painting engine and it's place is in the Rainbow package. I think that win32 and x11 renderers  
should be detached from ctrlcore and moved to Rainbow package as well. My point is that all  
available renderers should be in one place. In examples should be only classic UWord and in  
theide one chooses a proper flag (maybe in a separate drop list to make it easier) for rendering  
engine (default is GUI).

I agree that Framebuffer should, in long term, be moved to uppsrc. Putting it to reference is just  
the solution for the next release.

I also agree that in theory, there should be some rainbow subdirectory of uppsrc. But I vote  
against putting win32/x11 outside CtrlCore - simply for practical reasons...

Mirek

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