
Subject: Re: Release 11.10

Posted by [kohait00](#) on Sat, 08 Oct 2011 19:32:25 GMT

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what about leaving x11/win32 backend in uppsrc, but placing it in a seperate package there, which gets selected by default...

this would still isolate the backend stuff for itself (in the same manner as in rainbow), but leave it in the place where it as used per default belongs to (according to mirek)..

moving Framebuffer in uppsrc wouldnt make much sense for a simple reason..as standalone it doesnt serve much..it always needs at least one final FB backend to compile..

putting it together i'd say:

- * rainbow is the destination for all backend packages..no examples of how to use it..
- * default arch drawing backends can be 'moved' to uppsrc and selected as per default, for simplicity reasons
- * WinFb is an important development backend for Fb emulation during design phase.. just as SDLFb, leave it in rainbow, together with Framebuffer
- * use examples on rainbow should go to examples or reference..we should maybe append a suffix to those examples or make a special subassembly under reference/examples.