Subject: Is Rainbow/FrameBuffer/XXXXFB broken?
Posted by Mindtraveller on Sun, 07 Dec 2014 00:54:59 GMT

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Recently I've made an attempt to look Rainbows-based and WinFB examples, but they failed to compile.
reference/UWord_FB seems to be broken too.
Is it some kind of upgrade going on? Or framebuffer-based stuff is completely broken in latest revisions?

By the way, I consider making framebuffer-like front-end for e-ink displays. It's 4 bits per pixel and needs manual updates of display. How do you think, will it be possible to implement it without changing any of Ctrl or any other U++ internals?
Thanks.