
Subject: Re: Is Rainbow/FrameBuffer/XXXXFB broken?

Posted by [mirek](#) on Sun, 07 Dec 2014 10:02:54 GMT

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Mindtraveller wrote on Sun, 07 December 2014 01:54 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.

Yes, it might be broken now. There were changes in CtrlCore; so far I have only fixed "canonical" backends. But should be easy to fix (might do it soon).

e-ink: definitely possible. But I would say that due to manual updates, your GUI will have to be changed a bit anyway....

In any case, I would probably start by thinking about some screen buffer (with all pixels) in application and some mechanism how to put that data to e-ink.

4-bits is not a problem at all, just make convert RGBA to monochrome... (maybe you might want some dithering too).
