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

Posted by [Mindtraveller](#) on Sun, 07 Dec 2014 16:08:00 GMT

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Quote: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.

Due to the nature of e-ink display, the most tricky part of frame-buffer functionality is partial updates. Very much like you use in Turtle where (I suppose) you update only the refreshed Ctrl pixels. It will be great if it will be possible to use partial updates mechanism from Turtle to optimize rendering speed.

Talking about dithering, yes on-the-fly conversion to 4bpp is not the best option in the sense of efficiency and memory consumption (the code will be executed on ARM CPUs). But it may be the only option which keeps U++ internals intact.
