Subject: Linux embedded development without X11/GTK dependencies
Posted by jjacksonRIAB on Thu, 09 Jul 2020 11:16:52 GMT
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I've been trying to peruse the forums because there's not much documentation on this, but whenever I try to do an embedded UI using framebuffer/SDL or some other technology without a window manager (rainbow, etc), X11/GTK dependencies always seem to be linked in. What's the most up-to-date way of removing these linkages if there are any? I'm not sure what the status is on anything. Was Rainbow folded into VirtualGUI?

It would be nice to be able, for example, even to just use Painter as a mostly standalone thing without the X dependency but the way things appear to be set up now it's assumed if you're not using GTK you're using X11 when you really want neither.