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Subject: Re: Linux embedded development without X11/GTK dependencies

Posted by [jjacksonRIAB](#) on Mon, 11 Oct 2021 06:27:34 GMT

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To answer my own question it would seem X11 on linux is kind of a hard requirement for pretty much anything except non-accelerated framebuffer /dev/fb0 and DirecFB which is essentially deprecated, so it's outside of U++'s scope.

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