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

Posted by [jjacksonRIAB](#) on Wed, 30 Nov 2022 20:17:05 GMT

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zsolt wrote on Wed, 30 November 2022 16:15 What is your embedded platform?

This was a while ago but I was attempting to run under TinyCore linux.

zsolt Why is it a problem, if those X11 libs are on the system?

No reason, I'd just like to try my hand at writing my own WM/DE without the X11 dependency. I just have this idea (and I'm probably not the only one) of working on some kind of small totally U++-based DE.

I've been messing with Vulkan + SDL2. Getting Vulkan/X11 working as a Ctrl under U++ was not bad (after you get over the major hurdle of setting up Vulkan itself - there's so much time spent in initial programming that it's a happy moment when you see your first triangle drawn on the screen), it's true that you can use Paint but it would also be nice to have a VulkanDraw class. I've only gotten to the point though where I can use assimp to import and draw FBX models so it would be quite a bit more work to look over the GLDraw code and get a Draw backend going.

shawnx wrote <https://github.com/directfb2/DirectFB2> is alive again by the way.

Cool I'll have to try this.

It would be nice to swapping SDL2 out with DirectFB2