
Subject: Draw is final!

Posted by [mirek](#) on Sun, 19 Jul 2009 13:21:20 GMT

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We have reached the final milestone in Draw development and now we have quite unique feature - headless graphics output.

In other words, console application in linux can produce graphical output, e.g. .png files or .pdf files, without X11 being installed on the same machine.

This has great benefits for web applications and possibly also for embedded market - in this case, the next logical step might be development of framebuffer U++.

(BTW, which one is more interesting?

Mirek

Subject: Re: Draw is final!

Posted by [mirek](#) on Sun, 19 Jul 2009 14:06:20 GMT

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referece/ConsoleDraw:

```
#include <Painter/Painter.h>
#include <RichText/RichText.h>
#include <PdfDraw/PdfDraw.h>
#include <plugin/png/png.h>
```

```
using namespace Upp;
```

```
void DoDraw(Draw& w)
{
    w.DrawRect(0, 0, 600, 200, White());
    w.DrawText(0, 0, "Hello world!", Arial(100), Black());
}
```

```
CONSOLE_APP_MAIN {
{
    ImagePainter w(600, 100);
    DoDraw(w);
    PNGEncoder().SaveFile(GetHomeDirFile("hello.png"), w);
}
{
    RichText txt = ParseQTF("[A4 Just a [*/ little] test!");
    ImagePainter w(1000, 200);
    w.DrawRect(0, 0, 1000, 200, White());
}
```

```
txt.Paint(w, 0, 0, 1000);
PNGEncoder().SaveFile(GetHomeDirFile("richtext.png"), w);

PdfDraw pdf;
txt.Paint(pdf, 0, 0, 1000);
SaveFile(GetHomeDirFile("richtext.pdf"), pdf.Finish());
}
}
```

Subject: Re: Draw is final!
Posted by [sergeynikitin](#) on Sun, 19 Jul 2009 19:57:44 GMT
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Wonderful!

Maybe someone knows how to write a screensaver for Linux to display a number of Controls? ...

Is it possible to create such on U++?

All that I have found about this

<http://www.gnome.org/~mccann/gnome-screensaver/docs/gnome-screensaver.html>

Subject: Re: Draw is final!
Posted by [tojocky](#) on Mon, 20 Jul 2009 06:20:37 GMT
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luzr wrote on Sun, 19 July 2009 17:06:referece/ConsoleDraw:

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#include <RichText/RichText.h>
#include <PdfDraw/PdfDraw.h>
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using namespace Upp;

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CONSOLE_APP_MAIN {
    {
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```
ImagePainter w(600, 100);
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RichText txt = ParseQTF("[A4 Just a [*/ little] test!");
ImagePainter w(1000, 200);
w.DrawRect(0, 0, 1000, 200, White());
txt.Paint(w, 0, 0, 1000);
PNGEncoder().SaveFile(GetHomeDirFile("richtext.png"), w);

PdfDraw pdf;
txt.Paint(pdf, 0, 0, 1000);
SaveFile(GetHomeDirFile("richtext.pdf"), pdf.Finish());
}
}
```

Nice example!
Good work!

Subject: Re: Draw is final!
Posted by [koldo](#) on Mon, 20 Jul 2009 07:19:44 GMT
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Hello Mirek

Yes, the example is crystal clear. Excelent job!

Please move the example to some of the example folders.

Best regards
Koldo

Subject: Re: Draw is final!
Posted by [kohait00](#) on Mon, 03 Aug 2009 20:06:57 GMT
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hi mirek,

you asked which one would be the more interesting one, the web application stuff or the framebuffer stuff..

from the point of view of an embedded system developper, the answer is just clear
FRAMEBUFFER, so we could easily get rid of all the heavy weight of the tools needed, like fltk,

qt, gtk and all that, barely writing GUI stuff on plain Framebuffer.. that'll be a great benefit..really.

web application is just a step ahead..but i'd prefer to have framebuffer, where i could help if needed. problem is still, i have no clue what happens down there in your code, i am just to freshy in Ultimate++ for that (though heavily using it for 1 year now). but with some hints...

just let me know

Subject: Re: Draw is final!

Posted by [mirek](#) on Tue, 04 Aug 2009 05:16:52 GMT

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kohait00 wrote on Mon, 03 August 2009 16:06

from the point of view of an embedded system developer, the answer is just clear FRAMEBUFFER, so we could easily get rid of all the heavy weight of the tools needed, like fltk, qt, gtk and all that, barely writing GUI stuff on plain Framebuffer.. that'll be a great benefit..really.

BTW, any details/story about your embedded development?

The area attracts me, but I do not have any real experiences. I am just waiting for ARM based smartbooks to gain some:)

Mirek

Subject: Re: Draw is final!

Posted by [kohait00](#) on Mon, 28 Jun 2010 12:25:13 GMT

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hey mirek,

recently stumbled over that post and realized that i havent answered... i'll place it in the framebuffer thread..

http://www.ultimatepp.org/forum/index.php?t=msg&goto=27146&#msg_27146

Subject: Re: Draw is final!

Posted by [Mindtraveller](#) on Tue, 29 Jun 2010 15:03:11 GMT

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Final Draw is very good news indeed!

Mirek, what did you mean by "U++ framebuffer"?

Subject: Re: Draw is final!
Posted by [kohait00](#) on Tue, 29 Jun 2010 15:57:09 GMT
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hey mindtraveler

see thread (link above). Upp might go framebuffer, to spare out SDL and all that stuff on embedded devices. Painter is excellent, it can draw things standalone (headless draw) to
framebuffer under linux (/dev/fb0)

Subject: Re: Draw is final!
Posted by [koldo](#) on Tue, 29 Jun 2010 20:09:47 GMT
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Hello kohait00

Sorry for the question. Do you mean that U++ drawing is now as fast as SDL ?

Subject: Re: Draw is final!
Posted by [kohait00](#) on Tue, 29 Jun 2010 21:10:46 GMT
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nope, at least not yet. there are plans to have Upp output directly to framebuffer, not to X11 (in linux of corse). if all is done well, this should be as fast or even faster then using SDL.

but its still in phase of conception. so it could take a while.

Subject: Re: Draw is final!
Posted by [tojocky](#) on Wed, 30 Jun 2010 11:02:02 GMT
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kohait00 wrote on Wed, 30 June 2010 00:10nope, at least not yet. there are plans to have Upp output directly to framebuffer, not to X11 (in linux of corse). if all is done well, this should be as fast or even faster then using SDL.

but its still in phase of conception. so it could take a while.

About framebuffer, is this avaiable on win32/64 too or only for linux/unix?

Thank you!

Subject: Re: Draw is final!

Posted by [andrei_natanael](#) on Wed, 30 Jun 2010 14:57:15 GMT

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tojocky wrote on Wed, 30 June 2010 14:02kohait00 wrote on Wed, 30 June 2010 00:10nope, at least not yet. there are plans to have Upp output directly to framebuffer, not to X11 (in linux of corse). if all is done well, this should be as fast or even faster then using SDL.

but its still in phase of conception. so it could take a while.

About framebuffer, is this avaiable on win32/64 too or only for linux/unix?

Thank you!
Only for linux.
