Subject: Rainbow Framebuffer - theide running
Posted by mirek on Fri, 22 Jul 2011 13:44:21 GMT
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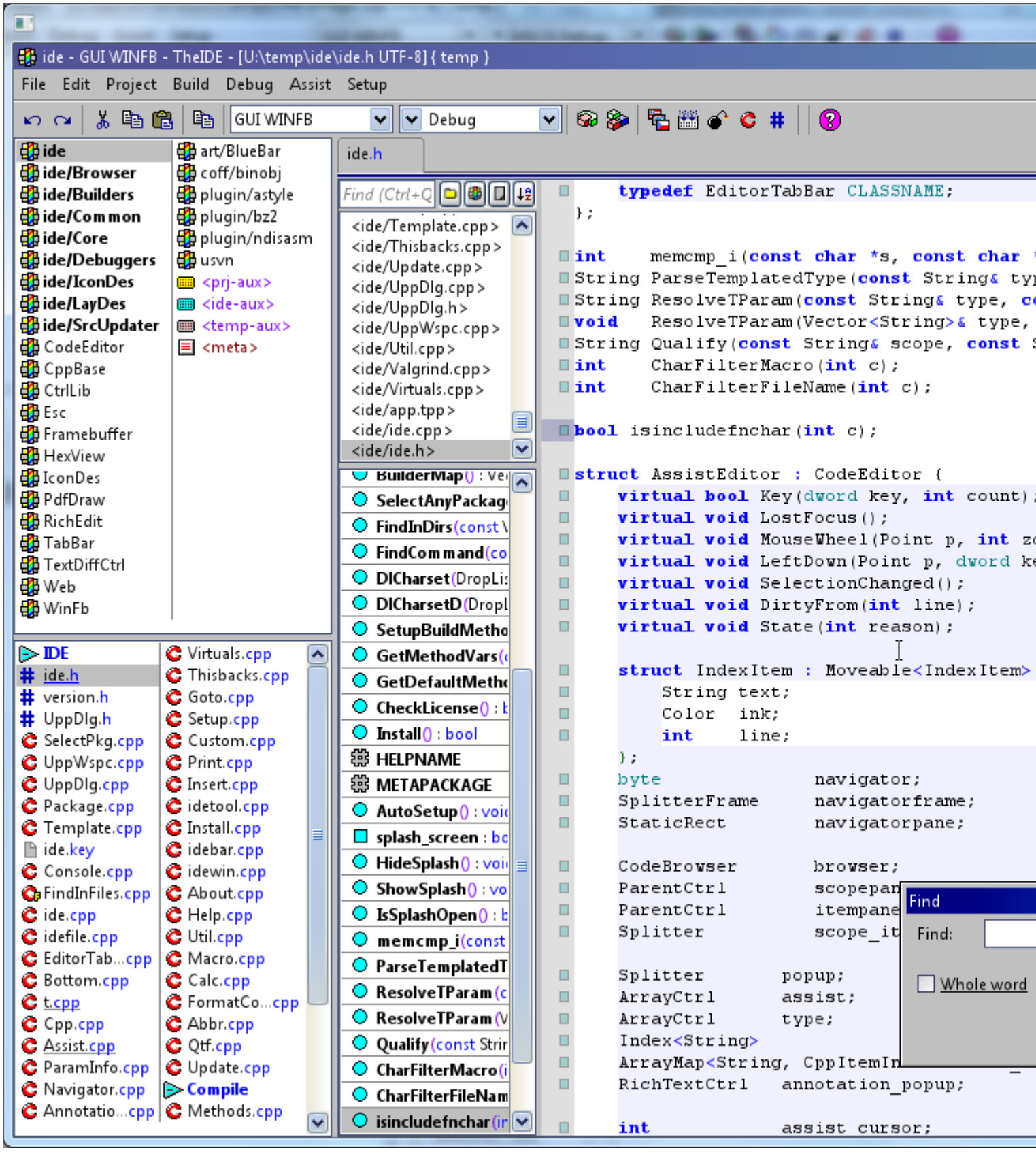
TheIDE running on framebuffer backend:

File Attachments

1) Clipboard01.png, downloaded 714 times


ide - GUI WINFB - TheIDE - [U:\temp\ide\ide.h UTF-8] { temp }
File Edit Project Build Debug Assist Setup
GUI WINFB
Debug
ide
ide/Browser
ide/Builders
ide/Common
ide/Core
ide/Debuggers
ide/IconDes
ide/LayDes
ide/SrcUpdater
CodeEditor
CppBase
CtrlLib
Esc
Framebuffer
HexView
IconDes
PdfDraw
RichEdit
TabBar
TextDiffCtrl
Web
WinFb
art/BlueBar
coff/binobj
plugin/astyle
plugin/bz2
plugin/ndisasm
usvn
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
ide.h
<ide/Template.cpp>
<ide/Thisbacks.cpp>
<ide/Update.cpp>
<ide/UppDlg.cpp>
<ide/UppDlg.h>
<ide/UppWspc.cpp>
<ide/Util.cpp>
<ide/Valgrind.cpp>
<ide/Virtuals.cpp>
<ide/app.tpp>
<ide/ide.cpp>
<ide/ide.h>
IDE
ide.h
version.h
UppDlg.h
SelectPkg.cpp
UppWspc.cpp
UppDlg.cpp
Package.cpp
Template.cpp
ide.key
Console.cpp
FindInFiles.cpp
ide.cpp
idefile.cpp
EditorTab...cpp
Bottom.cpp
t.cpp
Cpp.cpp
Assist.cpp
ParamInfo.cpp
Navigator.cpp
Annotatio...cpp
Virtuals.cpp
Thisbacks.cpp
Goto.cpp
Setup.cpp
Custom.cpp
Print.cpp
Insert.cpp
idetool.cpp
Install.cpp
idebar.cpp
idewin.cpp
About.cpp
Help.cpp
Util.cpp
Macro.cpp
Calc.cpp
FormatCo...cpp
Abbr.cpp
Qtf.cpp
Update.cpp
Compile
Methods.cpp
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FindInDirs(const \
FindCommand(co
DlCharset(DropLis
DlCharsetD(Dropl
SetupBuildMetho
GetMethodVars(
GetDefaultMeth
CheckLicense() : b
Install() : bool
HELPNAME
METAPACKAGE
AutoSetup() : voi
splash_screen : bo
HideSplash() : voi
ShowSplash() : vo
IsSplashOpen() : b
memcmp_i(const
ParseTemplatedT
ResolveTParam(c
ResolveTParam(V
Qualify(const Strir
CharFilterMacro(i
CharFilterFileNam
isincludefnchar(ir
typedef EditorTabBar CLASSNAME;
};
int memcmp_i(const char *s, const char
String ParseTemplatedType(const String& ty
String ResolveTParam(const String& type, c
void ResolveTParam(Vector<String>& type,
String Qualify(const String& scope, const
int CharFilterMacro(int c);
int CharFilterFileName(int c);
bool isincludefnchar(int c);
struct AssistEditor : CodeEditor {
virtual bool Key(dword key, int count)
virtual void LostFocus();
virtual void MouseWheel(Point p, int z
virtual void LeftDown(Point p, dword k
virtual void SelectionChanged();
virtual void DirtyFrom(int line);
virtual void State(int reason);
struct IndexItem : Moveable<IndexItem>
String text;
Color ink;
int line;
};
byte navigator;
SplitterFrame navigatorframe;
StaticRect navigatorpane;
CodeBrowser browser;
ParentCtrl scopepan
ParentCtrl itempane
Splitter scope_it
Splitter popup;
ArrayCtrl assist;
ArrayCtrl type;
Index<String>
ArrayMap<String, CppItemIn
RichTextCtrl annotation_popup;
int assist cursor;
Find
Find:
Whole word

Subject: Re: Rainbow Framebuffer - theide running
Posted by cbpporter on Fri, 22 Jul 2011 13:54:09 GMT
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Wow!

Great!

I brought up the subject of window borders (simulating windows on a flat drawing canvas) and the support Rainbow has for this. I didn't quite understand the details of this, so now is a good time to ask again. I see that the windows have titlebars and buttons. These are managed by the specific Rainbow backend, in this case WinFB? There is code in the backend to draw window borders and handle mouse events on these borders? Simulating what normally is done by Windows or X11?

Subject: Re: Rainbow Framebuffer - theide running
Posted by mirek on Fri, 22 Jul 2011 17:46:55 GMT
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cbpporter wrote on Fri, 22 July 2011 09:54Wow!

Great!

I brought up the subject of window borders (simulating windows on a flat drawing canvas) and the support Rainbow has for this. I didn't quite understand the details of this, so now is a good time to ask again. I see that the windows have titlebars and buttons. These are managed by the specific Rainbow backend, in this case WinFB?

Yes.

Quote:
There is code in the backend to draw window borders and handle mouse events on these borders? Simulating what normally is done by Windows or X11?

Exactly. Now, it is possible that if ever FB is used for embedded devices, all of this effort is a little bit overkill, as I think that on embedded, there will be no windows.

But FB is also "proof of concept" for rainbow. So I wanted to have it complete...

NOTE: Implementation-wise, those window borders are somewhat hacked solution - FB Ctrl code basically implements borderless windows with owners and TopWindow is implemented as "sort of" owned (only for internal implementation) by TopWindowFrame (but it is not visible outside of Framebuffer Ctrl implementation).