## Subject: Rainbow phase 1 finished
Posted by mirek on Sun, 24 Jul 2011 18:56:38 GMT
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My list of issues to be implemented for Framebuffer (as first proof-of-concept rainbow backend for U++) is now empty (except for some possible optimizations), so I consider this phase complete.

Hereby is win32 example:

  http://code.google.com/p/upp-mirror/downloads/detail?name=UW
ord.zip&can=2&q=#makechanges

I would like to ask U++ community for testing this Win32 executable (just to explain, obviously running framebuffer backend in Win32 window does not make much sense except for development purposes, but it has to run anyway).

Everything should work, including clipboard and drag and drop - obviously they only work inside "framebuffer environment".

Next steps now should be

- macosx
- android
- maybe "gtk backend" - one which is more tightly bound to gtk
- ditto for QT

Volunteers needed

## Subject: Re: Rainbow phase 1 finished
Posted by dolik.rce on Sun, 24 Jul 2011 20:11:53 GMT
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Great news!

I tested the executable in Wine, and it works like a charm. Just the cursor looks a bit weird, should it really have that yellowish tip?

mirek wrote on Sun, 24 July 2011 20:56
Next steps now should be

- macosx
- android
- maybe "gtk backend" - one which is more tightly bound to gtk
- ditto for QT

Volunteers needed
You forgot to add the Wayland display server to your list  The drawing part will be probably quite

similar to framebuffer, so it shouldn't be very difficult.

I already tried to compile wayland and get it running on my Arch Linux with mixed results - the server runs, the clients don't  But as soon as I get it to work, I promise to volunteer

Best regards,
Honza

File Attachments
1) uword.png, downloaded 965 times

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## Subject: Re: Rainbow phase 1 finished
Posted by mirek on Sun, 24 Jul 2011 21:18:27 GMT
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dolik.rce wrote on Sun, 24 July 2011 16:11Great news!

I tested the executable in Wine, and it works like a charm. Just the cursor looks a bit weird, should it really have that yellowish tip?

Well, it is just so that I could tell that I am now displaying FB cursor (painting in FB), not Win32 one

Quote:
You forgot to add the Wayland display server to your list  The drawing part will be probably quite similar to framebuffer, so it shouldn't be very difficult.

Yes, right. I am all for replacing X11, OTOH it does not seem like pressing matter right now. Besides, if we get "tighter" gtk, we get wayland for free.

Mirek

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## Subject: Re: Rainbow phase 1 finished
Posted by Novo on Mon, 25 Jul 2011 04:03:28 GMT
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dolik.rce wrote on Sun, 24 July 2011 16:11
I tested the executable in Wine, and it works like a charm.

Strange. It doesn't work for me. Ubuntu 10.04, Compiled under wine using MSVC 9.

EDITED: Sorry, my bad. It works fine in Wine.

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## Subject: Re: Rainbow phase 1 finished
Posted by Tom1 on Mon, 25 Jul 2011 12:07:59 GMT
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Hi Mirek,

Appears to run fine under Windows 7/x64. On Windows XP Pro 32-bit, however, there are two cursors visible: The one with yellow interior below and the one with white interior on top.  The white is obviously from XP and reacts faster.

Best regards,

Tom

## Subject: Re: Rainbow phase 1 finished
Posted by mirek on Mon, 25 Jul 2011 15:03:11 GMT
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Tom1 wrote on Mon, 25 July 2011 08:07Hi Mirek,

Appears to run fine under Windows 7/x64. On Windows XP Pro 32-bit, however, there are two cursors visible: The one with yellow interior below and the one with white interior on top.  The white is obviously from XP and reacts faster.

Best regards,

Tom

Well, WinFb part is just a quick hack with no practical use. I guess I will ignore this now...

Thanks anyway.

Mirek

## Subject: Re: Rainbow phase 1 finished
Posted by tojocky on Tue, 26 Jul 2011 08:31:49 GMT
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mirek wrote on Sun, 24 July 2011 21:56
Next steps now should be

- macosx
- android
- maybe "gtk backend" - one which is more tightly bound to gtk
- ditto for QT

Volunteers needed

I'm interested in android.

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Subject: Re: Rainbow phase 1 finished
Posted by Novo on Tue, 26 Jul 2011 14:03:09 GMT
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What about PS3 and XBox 360?
Just kidding.

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Subject: Re: Rainbow phase 1 finished
Posted by kohait00 on Wed, 27 Jul 2011 13:35:08 GMT
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i still got a pending project, as soon as it's done (to a certain degeree) i will start trying with
android.. will pair with tojockey  turning out rainbow working well, we could think about the next
release cycle..

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Subject: Re: Rainbow phase 1 finished
Posted by tojocky on Thu, 28 Jul 2011 10:04:35 GMT
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Tried to test framebuffer on linux (Ubuntu 11.04) and get the following error:
Quote:Error reading fixed information.

in the /LinuxFB/Win.cpp (254) code:
 if (ioctl(fbfd, FBIOGET_VSCREENINFO, &vinfo)) {
  fprintf(stderr, "Error reading variable information.\n");
  exit(-3);
 }

Tried to run the compiled example with sudo command and everithink work fine.

Any hint are welcome!

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Subject: Re: Rainbow phase 1 finished
Posted by kohait00 on Thu, 28 Jul 2011 13:05:29 GMT
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well, maybe i should have added some comments on LinuxFb somewhere.

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ofcorse, the executable is to be started from commandline of a (virtual) terminal. most linux distros do only allow for user mode to open it's tty. /dev/fb0 and /dev/input/mice are root only. so reading/writing them directly needs you to be root.

besides that, everything should work fine. what'd be great is to test copy&paste and DND, recently added by mirek. i currently dont have time to do so. could you?

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Subject: Re: Rainbow phase 1 finished
Posted by koldo on Sun, 31 Jul 2011 20:03:01 GMT
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Hello Mirek

Demo works right for me in XP. Really curious.

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