
Subject: embeded system

Posted by [brown](#) on Fri, 10 Jul 2015 09:38:38 GMT

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Hi & welcome !

I am working with u++ ide several years ago on desktop windows/linux environments.

I am glad to inform you, I have some successful babysteps on usage of the same .lay file in my embedded environment.

(so my small cltr, and several CtrlLib widget architecture use similar interface, but the any other compatibility was not a goal)

This implementation is running on xmos controllers natively (ram: n*64k), and it actually fits one tile with the lcd and sdram codes.

Actually(+1year) I am looking for help to design and develop something which is reusable for others, or convergates to the reusable requirements/concepts.