Subject: Some information about the SDL20 (GL) rainbow backend
Posted by Sgifan on Thu, 31 Oct 2013 08:53:08 GMT
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Hi

could we get some hints about the status and goals of the SDL20GL backend ?

There is a SDL20 backend and a SDL20GL backend, I suspect the SDL20 to be obsolete.

I would like to know if we will have a chance to see some alpha compositing possible with this backend. and even animated windows/transitions...

What is the goal exactly ? Android support ? or maybe it is the start of a modernisation of the whole GUI stack.

Subject: Re: Some information about the SDL20 (GL) rainbow backend
Posted by mirek on Thu, 31 Oct 2013 13:20:57 GMT
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Quote:
There is a SDL20 backend and a SDL20GL backend, I suspect the SDL20 to be obsolete.

Correct.

Quote:
I would like to know if we will have a chance to see some alpha compositing possible with this backend. and even animated windows/transitions...

Well, obviously, things like this would be only possible for the "whole screen" mode, otherwise host platform windows managare is responsible for them.

Quote:
What is the goal exactly ? Android support ? or maybe it is the start of a modernisation of the whole GUI stack.

Well, SDL looks like nice common library for quite a lot platforms. Therefore it appears to make sense to try to create SDL based backend.

Android support was sort of initial trigger. However, it now appears that SDL is feature complete as foundation of full GUI framework. So perhaps even MacOSX support could use it. (The exception is generic clipboard handling and/or drag&drop, but that either can be added to SDL or be supported by custom code or perhaps it is not all that important to start with..)

The current status is that it works fine in "single window" (or "fullscreen") mode where we play the role if windows manager. I am now starting to implement variant "multi-window" mode.

As about 'modernisation', I believe that CtrlLib/Draw combo is quite feature complete as requiring quite minimum from graphics engine. OTOH, SDL backend would allow us to seamlessly integrate OpenGL in Paint, which would be nice too.

Mirek

Subject: Re: Some information about the SDL20 (GL) rainbow backend
Posted by Sgifan on Thu, 31 Oct 2013 15:06:04 GMT
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By 'modernisation' in fact I just actually meant a GUI more adapted to android devices, because I dont see much use of the U++ current GUI on them

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Subject: Re: Some information about the SDL20 (GL) rainbow backend
Posted by mirek on Thu, 31 Oct 2013 18:31:12 GMT
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Sgifan wrote on Thu, 31 October 2013 11:06By 'modernisation' in fact I just actually meant a GUI more adapted to android devices, because I dont see much use of the U++ current GUI on them

Well, that is a question. Obviously, mouse/keyboard oriented widgets are of little use, OTOH most useful concepts (e.g. Value, Convert, Display, Draw) are still valid in touch oriented GUI...
