Anubis - Bug #25
Completly revamp the graphical subset of the VM

10/15/2007 08:24 AM - David RENÉ

Status:	New		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:	Virtual Machine		**Estimated time:**	0.00 hour
Target version:	1.x			
Platform:			**Triage Stage:**	
Resolution:				

Description

It will be better to use SDL for Anubis graphical primitive. There is a few good reasons to use SDL.

  - It is available on very various OS
  - It has a support of various techno, like [[TrueType]] font rendering (The end of bitmap fonts, which get a lot of place on hard drive)
  - It is optimized for each OS for using the hardware acceleration if it available
  - a lot of extensions like
    - SDL_image - support for multiple image formats
    - SDL_mixer - complex audio functions, mainly for sound mixing
    - SDL_net - networking support
    - SDL_ttf - [[TrueType]] Font rendering support
    - SDL_rtf - simple Rich Text Format rendering
    - SMPEG - SDL MPEG Player Library
    - Guichan and [[ParaGUI]] - Widget Sets
    - GGI - a free cross-platform graphics interface

History

#1 - 04/17/2008 10:52 PM - Alain Prouté

Ok, but it would also be nice to have an interface to [[OpenGL]]. Maybe through SDL.