

Framebuffer

From x11-basic

The framebuffer version of X11-Basic does not need the X-Window system installed and not even the SDL framework.

The framebuffer needs to be configured for 16 bit color depth (boot option for the kernel). The framebuffer version can be compiled from the sourced with

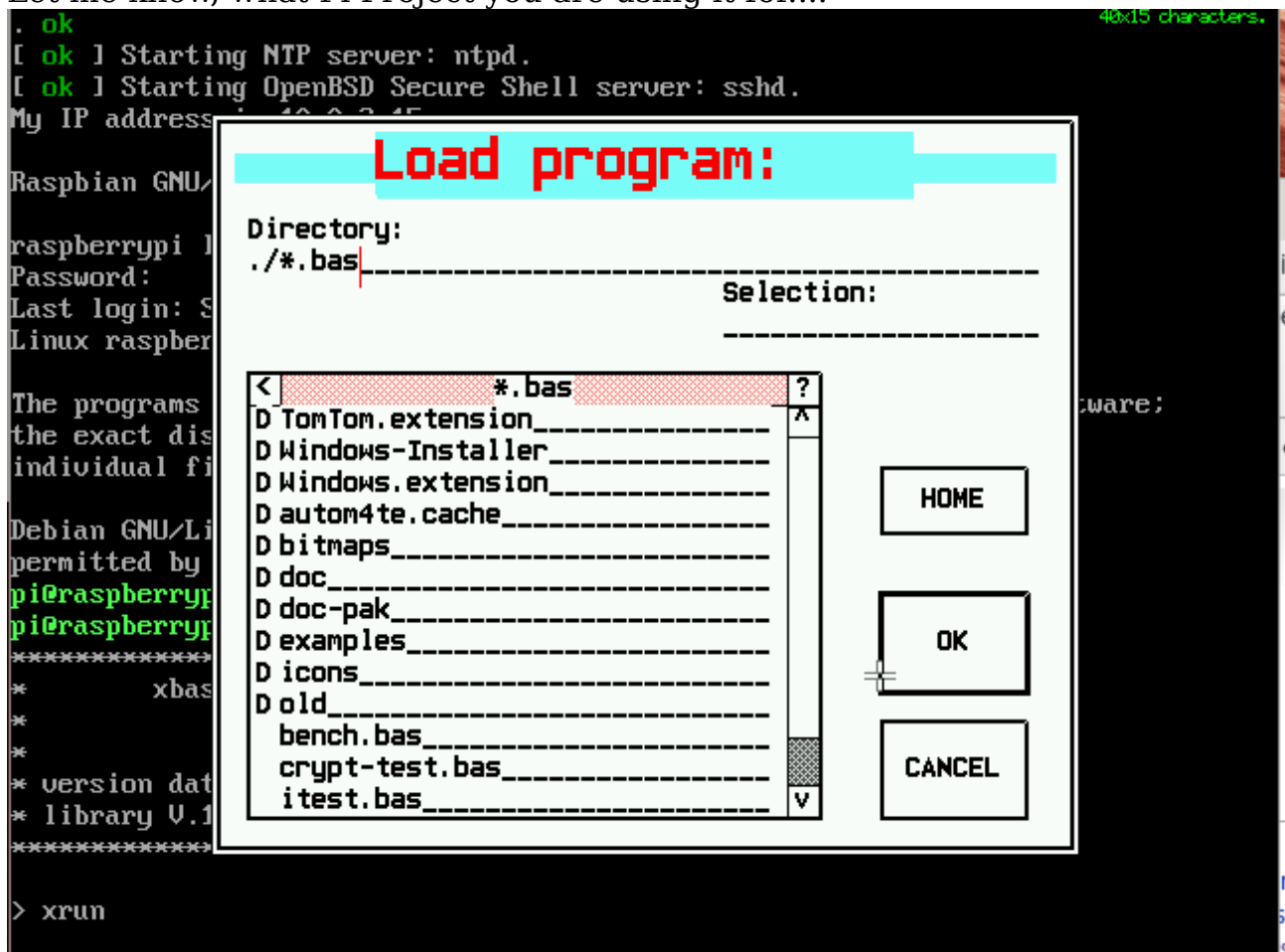
```
make fb
```

This produces an executable file `xbasic.framebuffer`

This can be run from a linux console without X. The permission need to be set for `/dev/input/mice` and `/dev/fb0` (you can also run `xbasic.framebuffer` as root).

This option is a really cool thing, especially for low memory devices like the Raspberry Pi. Here a graphic monitor can be driven with graphic output.

Let me know, what Pi Project you are using it for...



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