

new kernel feature

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2004-10/10074.html>

From: Z Smith (plinius_at_comcast.net)

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To: linux-kernel@vger.kernel.org

Hi all,

I've been developing an in-kernel 2D GUI for kernel 2.6.
It's based on the framebuffer with the event subsystem
providing mouse and keyboard. I'd like to welcome you all
to take a look at the current work at
home.comcast.net/~plinius/fbui.html.

Thanks,
Zack Smith

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