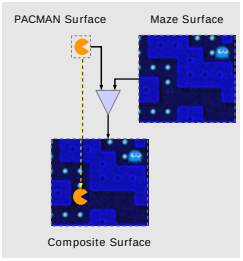
Using DirectFB: a 2-day class

Linux training

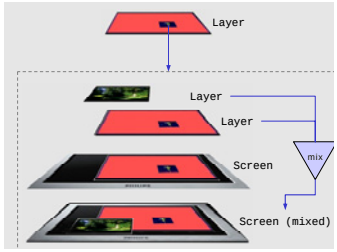
Benefits

- Use DirectFB properly
- Understand video mixing
- Avoid DirectFB traps and 'gotchas'

Be ready to start productive work using DirectFB in a consistent and logical way.



Surface confusion?



Get to the right level

DirectFB

DirectFB is a Linux API for graphics, video mixing, and display window management. It is powerful and flexible but has many aspects that are confusing or ill-advised. There is little documentation or clear guidance on how to use it properly.

It is important for users to understand what DirectFB does and how to do it: as well as to avoid some traps and pitfalls.

Class aims

This class teaches DirectFB in a clear and logical way, explaining the background to what it does as well as the correct way to use its many features, and which features to avoid.

Students will be proficient at using DirectFB in a consistent and logical way, to exploit its good features and to avoid the bad.

Class topics

Each aspect of DirectFB is addressed and explained, together with the background and guidance on programming style.

- DirectFB in overview
- Graphics and video mixing
- Surfaces, Layers and Windows
- Surface management functions
- Drawing functions
- Image and VideoProviders
- Video mixing functions
- Window management
- Input devices and events

DirectFB in overview

We explain what DirectFB does and introduce the background to graphics and video mixing as well as the basis for Surfaces, Layers and Windows.

- What is DirectFB?
- Graphics and video mixing
- Surfaces, Layers and Windows

Surfaces

A Surface is the basis for DirectFB graphics. We clarify the Surface interface and its groups of functions for management, drawing and providing images and video. We also address the horror that is the 'primary Surface'.

- Surface management functions
- Avoiding the primary Surface
- Drawing and BitBLT functions
- Image and VideoProviders

Graphic and video mixing

Mixing of Layers and Windows is a prime aim of DirectFB. We clarify the mixing functions and their purpose, including the background.

- Video mixing functions
- BitBLT as mixing operations
- Layers and Layer Stacks
- Window management
- alpha blending
- chroma keying

Input devices

We explain the inter-relationship between Windows and Events.

- Input Devices and Events
- Windows and Events

Target audience

This class is aimed at engineers and managers using the Linux DirectFB library. It is especially valuable for engineers working with embedded systems and for those who are using DirectFB's video mixing features.

Time and arrangements

This class takes 2 days. Check our schedule at:

www.bores.com/index_schedule.htm

It can also be presented 'on site and the material can be adapted if you have specific needs, at no extra cost.

Booking and questions

Call us by phone or send an email to book or to ask questions:

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About Us

BORES Signal Processing train managers, engineers and programmers to understand and use DSP and streaming media processing.

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