DirectFB Core Architecture
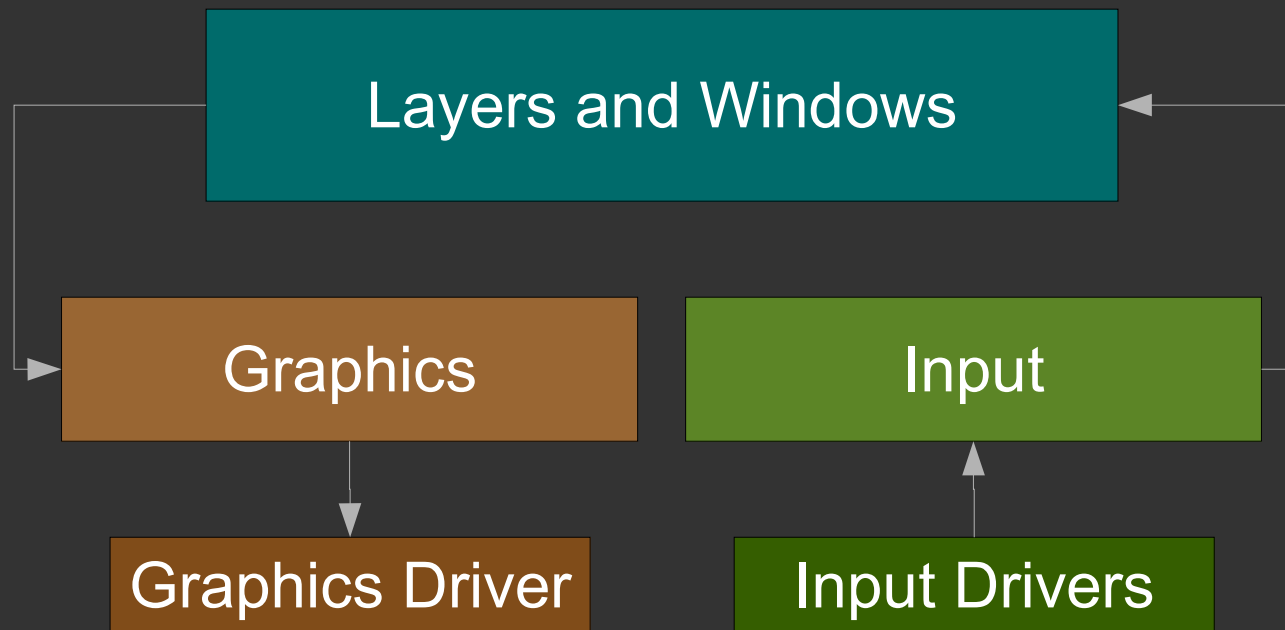
Denis Oliver Kropp
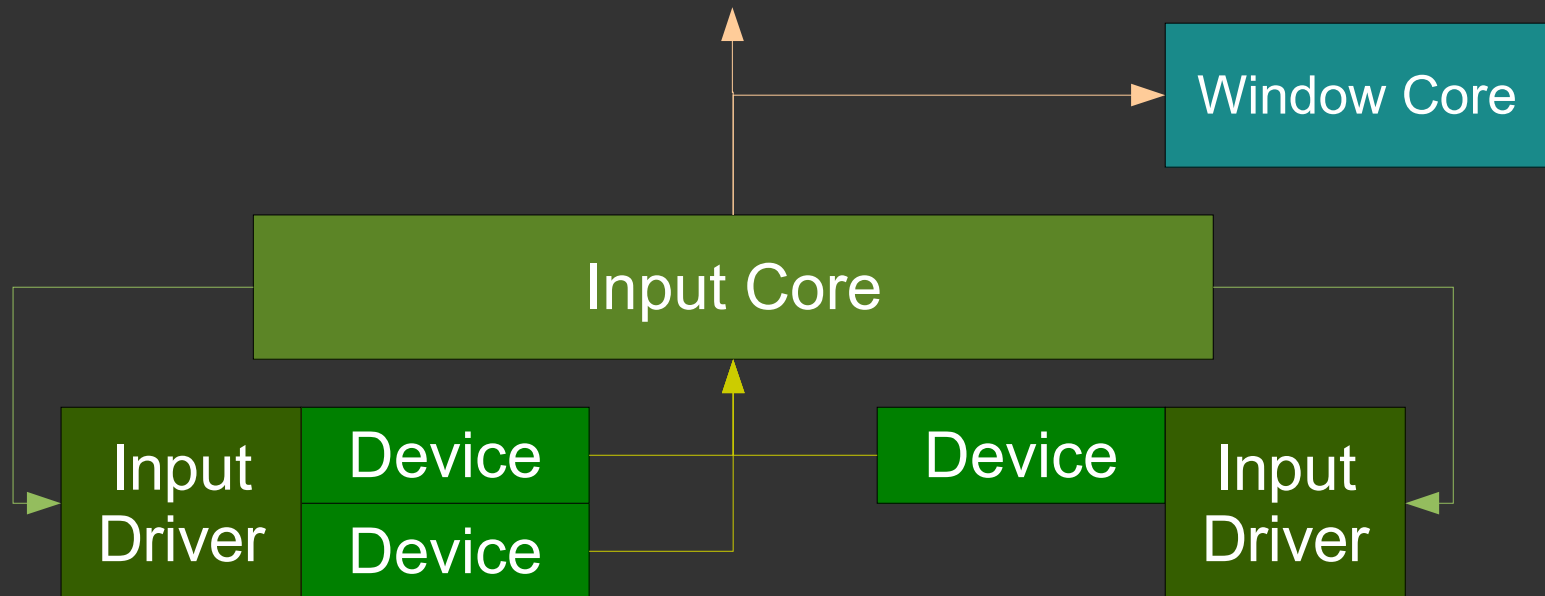
DirectFB Core Overview

- Input and graphics related low level parts
- Layers and windows high level on top

```
                    ┌──────────────────────────────┐
            ┌──────▶│      Layers and Windows       │◀──────┐
            │       └──────────────────────────────┘        │
            │                                                │
            │                                                │
      ┌───────────┐              ┌───────────┐               │
      │  Graphics │              │   Input   │───────────────┘
      └───────────┘              └───────────┘
            │                          ▲
            ▼                          │
   ┌──────────────────┐       ┌──────────────────┐
   │  Graphics Driver  │      │   Input Drivers   │
   └──────────────────┘       └──────────────────┘
```
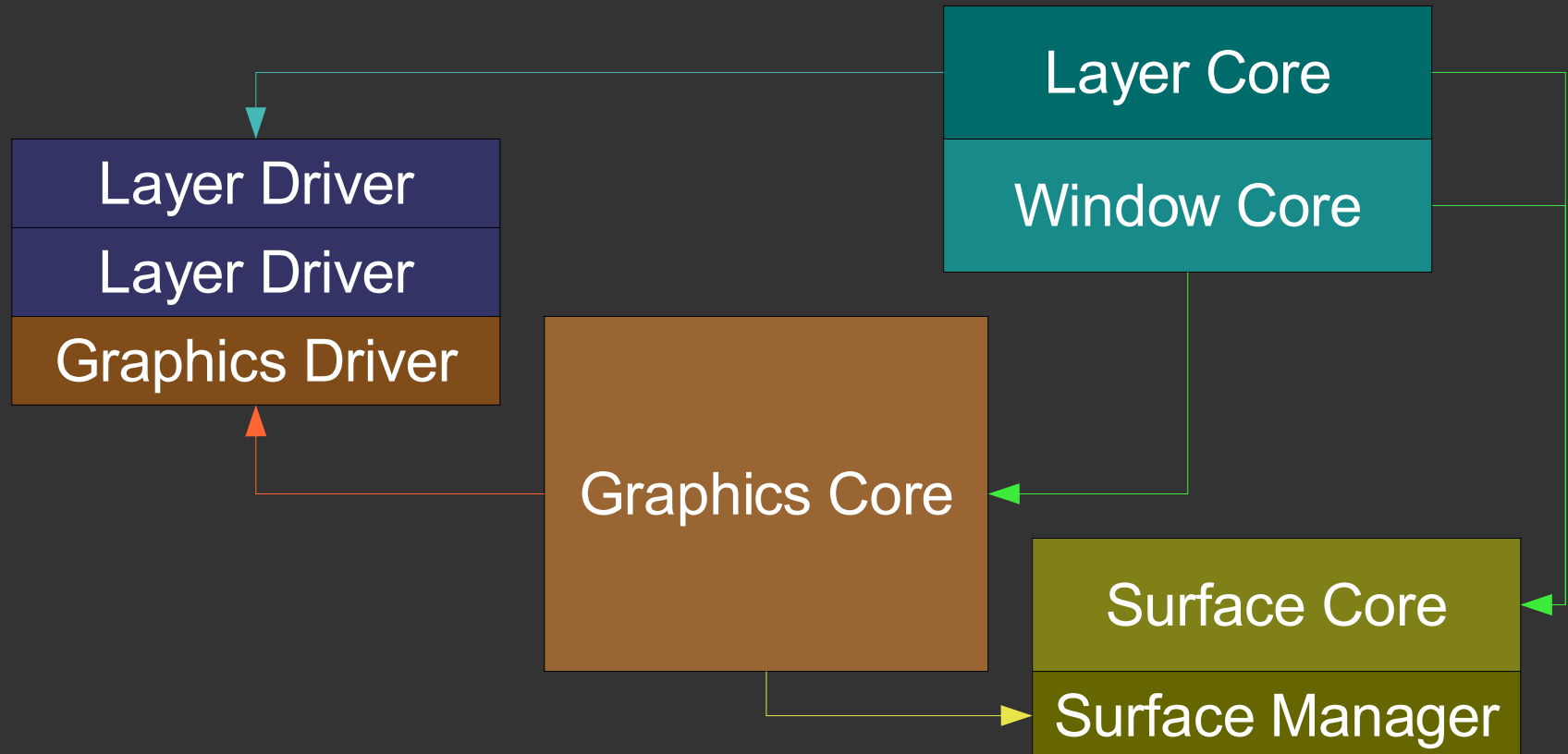
Input Core
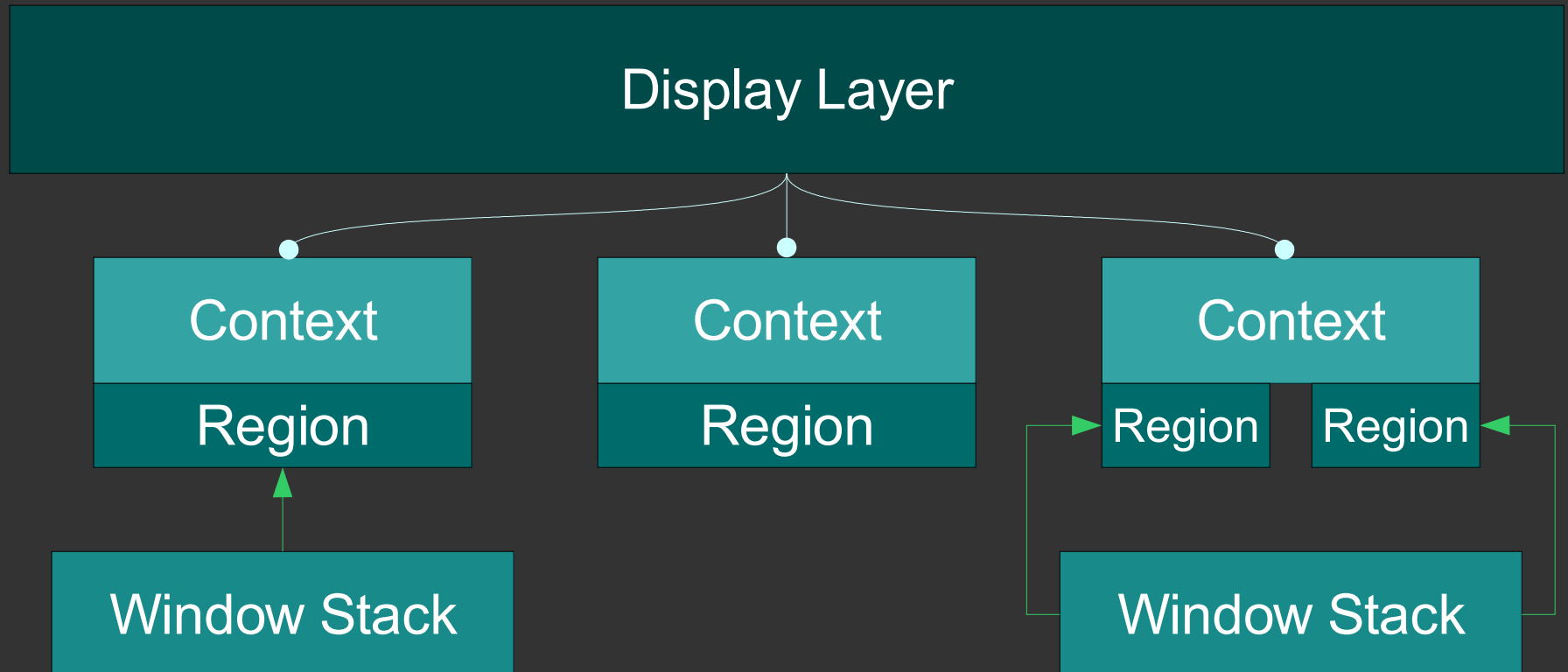
- Core loads input drivers and dispatches events
- Drivers probe and register available input devices
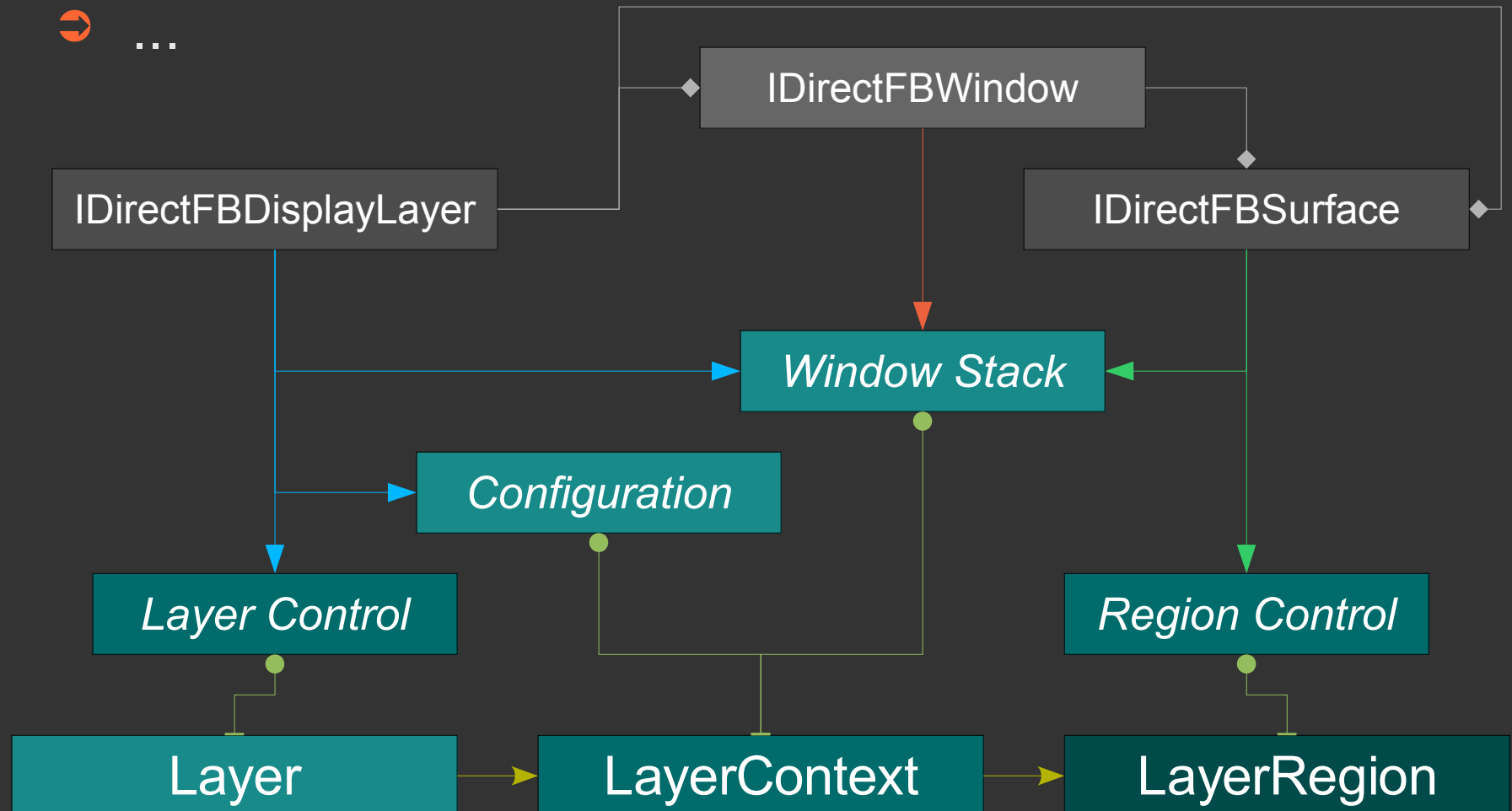- Input events are emitted by drivers asynchronously

Graphics Core

⟳ …

Layer Context

➲ …

Layer API Flow

Layer References

➲ ...