W server architecture and dependencies

init:
- sockets
- backend
- windows
- colors
- fonts
- mouse

main → **config**

menu ← **loop** → **window** → **focus**

window → **hash**

window → **rect**

loop → **mouse**

events

SCREEN

init

color ← **client** → **font**

SCREEN graphics drivers

generic

+box
+circle
+ellipse
+arc
+polygon
+bezier

8-bit

mono, big endian

mono, little endian

2/4/8-bit packed

There are solid
and patterned
versions of all
the operations

- plot, line
- hline, vline
- blit, scroll
- mouse show/hide
- text

server backends

SDL

GGI

SVGAlib

Amiga/BSD

Linux-fb

SunOS

MiNT

MacMiNT

unix_input

init / exit:
- SCREEN
- keyboard
- mouse
handle:
- events
- palette