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Subject: Re: let's discuss new Draw principles and problems...

Posted by [fudadmin](#) on Tue, 14 Feb 2006 09:59:40 GMT

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luzr wrote on Tue, 14 February 2006 03:35To reduce required bandwidth?

to fool the eye and speed up.

Quote:

Well, interesting idea, but I doubt visual artifacts would be acceptable.

what exactly? I think opposite! It would give nice and smooth rendering. Solar OS use it as main one. And I guess even more applications... I suspect even Opera's menus ...

Quote:

Frankly, what is bad about this:

- use basic Draw for most parts that do not require advanced rendering (e.g. editor in TheIDE)

Why then do we need the new draw at all? Or let's make separate modules? Maybe we need a structured list with all the requirements?

Quote:

- use client-side, double-buffered extended Draw (perhaps AGG based) for intensive graphical tasks

I expect multi-buffered with "dirty" rectangles and/or regions...

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