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Subject: Re: New GUI (toolkit?) with skinning - based on AGG

Posted by [mirek](#) on Mon, 20 Feb 2006 20:23:06 GMT

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jadeite wrote on Mon, 20 February 2006 07:46unodgs wrote on Mon, 20 February 2006 03:51  
This gui is one more proof that native widget era is gone..

I don't think that is really the case. Many people prefer the "normal" native appearance, and not only prefer, but expect/demand it. The ultimate UI framework will be one that allows use of a complete native widget, custom drawing of a native widget, and complete non-native widgets, all in the same app. The critical part is making the 3 varieties seamlessly integrate, switching from 1 variety to the other with a single line of code, wrapped in platform-independent code, and last but not least, high performance redraw. In this regard, I don't think that CreativeDocs has the correct approach, in that it forces use of AGG for everything. Don't get me wrong, you want AGG support, but not for everything. Modular AGG.

I believe (hope?) that there is difference between "native widget" and "native look&feel". Look&feel can be implemented using non-native widgets (and in fact, this seems to be the only way how to allow all 3 varieties to seamlessly integrate).

In fact, I understand that not using native widgets is clear disadvantage of U++. However, this design decision solves too many issues... and we can do quite well in "native look&feel" arena...

Mirek