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Subject: Re: how to use non integer coordinates (like OpenGL) with Draw?

Posted by [ajmf77](#) on Sat, 06 Oct 2007 16:34:27 GMT

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Hi:

thanks for your answer. Indeed, I think about this like you answer, and i am very tempted to use the GEOM package. It is usable, anyway? At the time, enough of can i read about this looks impressive, but it is VAST, too.

Any suggestion?

PD: Actually, I want to make an 2D CAD (very simple, also) for modeling plane bar structures (indeed, i am a Structural Engineer), and i need this for complete my own Analisis software.

Thanks!

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