Subject: Geom package status ?
Posted by tlukanov on Tue, 22 Apr 2008 13:36:58 GMT
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Hello,

I've started to make a 2D gis editor.
At this moment I'm using Upp 2007.1 with MinGW on Windows 2000.

The question is what is good starting point implementing the on screen (and printer) render classes.

I think i could do it myself, translating geometry world coordinates to screen coordinates, implementing zoom etc. and only using the U++ Draw class.

Can i use the geom package?

I searched forum, but there is no documentation or examples describing the geom package.
Even on SVN I can't found working version of Geom package.

I found Gertwin questions about Geom, and seems like he have same problems like me.
So what is current status of Geom package and shal I use it in my project ?

Plese help !

Todor