
Subject: Re: The plan....

Posted by [chickenk](#) on Mon, 25 Aug 2008 09:18:13 GMT

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luzr wrote on Sun, 24 August 2008 18:56 Software rendering and Draw: Finally do it... most likely based on Cairo (or cairo codebase BTW, ideally, we should be able to e.g. draw PNG images WITHOUT having X11 libraries on the system. That would be perfect for www/server applications. (Speaking about it, in future, I would like to try some nice web toolkit).

May I ask if the Cairo choice is immutable or not ? if there is place for some discussion here, I would simply like to bring to your attention some other great rendering libraries:

AntiGrain (<http://www.antigrain.com>) -> some work already done, check for topics in this forum)

lmlib2 (<http://www.enlightenment.org>) -> low-level fast rendering, not sure it has some advantages compared to actual cairo

Evas (<http://www.enlightenment.org>) -> scene-graph based canvas library, extremely optimized and amazingly fast. Work is in good progress to integrate Win32 and Quartz backends. Already present backends: X11, Xrender, OpenGL, SDL, framebuffer (DirectFB used to be present as well, I am not sure it is maintained). I'm a big fan of EFL (Enlightenment Foundation Libraries), but I would tend to personally choose AntiGrain, which also is very optimized, and most of all extremely accurate (more specifically font-rendering). Unless there is a specific reason to use Cairo.

Just to make sure Ultimate++ will (as usual) do the best to provide high-quality and optimized results.

Yours,
Lionel
