Subject: Re: Cairo
Posted by mirek on Wed, 07 Jan 2009 11:30:03 GMT

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kodos wrote on Wed, 07 January 2009 06:06
Text rendering is also the problematic part of cairo, currently there is just support for the "toy api" in my implementation. YOu shouldn't really use it in real projects. The best option would be pango, but that would be again another library and the license is probably not that great for U++. LGPL.

In fact, while not everything text-related is implemented yet, it turned out to be surprisingly simple to support current U++ text/font capabilites in SDraw.

Mirek