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Subject: Re: Cairo

Posted by [mirek](#) on Tue, 13 Jan 2009 21:54:55 GMT

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kodos wrote on Tue, 13 January 2009 14:18 I think cairo can also be used on a headless server, by just compiling the image surface.

But I have no problem to maintain the cairo package for myself. It suits my needs very well, and is already quite tightly integrated in my current program

I just have to implement some text rendering, probably with the help of the SDraw source

Sure. In fact, it should be possible to implement SDraw (well, it will rather be renamed to "Painter") with cairo background quite simply.

Mirek

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