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Subject: Painter

Posted by [mirek](#) on Wed, 14 Jan 2009 12:52:40 GMT

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Ok,

so I have renamed SDraw to Painter and officially moved it to uppsrc.

Means, since today, we have high-quality, high-peformance, easy to use software renderer in U++.

There is still a lot of work to be done, especially we need Painting and PaintingPainter classes (to store paintings) and printing support, then printing support in Draw.

Later, I plan for some reingeneering of rendering internal, some AGG design choices are IMO a little bit long in teeth (plus, there is already a couple of bugs I had to fix). OTOH, as source of nice geometrick algorithms, AGG is invaluable

Even later, we need to finally split Draw into (system-GUI-)Draw and CoreDraw (depending only on Core) and make Painter dependent only on CoreDraw (plus font libraries, Fc and Ft).

Mirek

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