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Subject: Re: Painter 2.0

Posted by [Zardos](#) on Thu, 12 Feb 2009 19:04:56 GMT

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luzr wrote on Thu, 12 February 2009 17:57The result is about 10% faster, has about 60% of original code size and, most importantly, is internally much more flexible. I believe Maxim Shemanarev has done some inferior design decisions in AGG, that is now fixed for us

The code looks elegant, without any unnecessary complexity - as nearly everything in upp. A very, very valueable piece of work.

I was looking for such a thing a long time.

Thank you very much for "Painter" !

- Ralf

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