

---

Subject: Re: Painter 2.0

Posted by [Tom1](#) on Tue, 17 Feb 2009 09:35:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi Mirek,

Painter 2.0 was a welcome enhancement. Thank you!

I recall you were earlier referring to a future CoreDraw and more. Could you outline the future you have planned for Draw and Painter interfaces?

As I understand it, currently the Draw interface can be used to render graphics on screen, images and printer using the hardware accelerated graphics of the system where available.

Now, the Painter interface can be used to render graphics on ImageBuffers without hardware acceleration.

Is there a plan to create a Painter interface for Windows GDI and X11 accelerated graphics? How about for printing on Linux or BSD?

// Tom

---