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Subject: Re: Painter 2.0

Posted by [cbpporter](#) on Tue, 17 Feb 2009 12:39:13 GMT

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And how do you intend to separate the use of Draw (with Win32/X11) from Painter. In some setups (servers) I would like to have completely controlled and self contained software rendering for handling graphics, but I would like the same graphics handled by the native platform API in other more desktop centric solutions.

On the other hand, some years ago I had a self written library for graphics quite similar to Painter (but without subpixel precision) which was used to solve the terrible inconsistencies between different versions of Windows, and also was considerably more powerful. This library was used extensively and while only doing software rendering it had very good performance (I could never replicate the same methods under U++ since single allocation bitmaps are so difficult to handle). So theoretically a Painter based solution could be usable in desktop environment. So maybe a single interface is in order, which handles the common denominator of both Draw and Painter and which can choose it's backend.

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