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Subject: Re: Painter 2.0

Posted by [mirek](#) on Tue, 17 Feb 2009 13:42:06 GMT

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cbpporter wrote on Tue, 17 February 2009 07:39

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.

Painter implements Draw. That IMO is as far as you can get.

To make things clear: Draw has to be there because DrawText, DrawImage (single image many times) and DrawRect are HW accelerated. Also, they are enough to create GUI (e.g. CtrlLib only uses these 3 methods). Also worth noting is that DrawText is using system font renderer - rendering fonts any other way would make your app to look inconsistent with the rest of OS.

If you are about to create some complex graphics, use Painter and use Draw to put the resulting image on the screen. (And to paint to Painter, you can use any routine that accepts Draw&, e.g. RichText works in with Painter).

Mirek

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