

---

Subject: Re: Painter 2.0

Posted by [cbpporter](#) on Wed, 18 Feb 2009 12:44:27 GMT

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

---

Sorry if I'm missing something, but how can you use Painter when X libs are not available, if Painter inherits from Draw and Draw can't be built without those libs.

Or is this only a solution for HQ drawings, without solving the platform GUI lib dependency problem?

---