Subject: Re: Painter 2.0
Posted by mirek on Wed, 18 Feb 2009 13:47:34 GMT

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cbpporter wrote on Wed, 18 February 2009 07:44Sorry 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.

That is why we need DrawCore.... We need abstract "Draw" with no Xlib dependencies.

The, in "Draw" there will be platform Draw derived class that is then used in GUI widgets.

Mirek