
Subject: Re: Painter future

Posted by [mirek](#) on Tue, 24 Feb 2009 12:22:14 GMT

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Tom1 wrote on Tue, 24 February 2009 04:05

2. Printing on large high resolution ink-jet plotters may not even be possible without sending the content in vector format. At above 2 GB per A0 sized sheet, the ImageBuffer is just too large to handle.

Actually, that is no problem. Banding of Painting is already implemented.

Quote:

Sending the vector content as vectors and raster content as scaled rasters to the printer, would make a lot of sense to me -- also with smaller paper sizes.

If only usual printers would be capable of this....

Quote:

3. Producing vector based PDF and SVG -files directly using Painter interface would be nice.

Planned.

Quote:

Is there a plan how the new Painter API will be efficiently mapped to the various targets?

Well, all it needs is work... Painter itself is abstract class, you can implement it in any way...

Personally, I am quite sceptical about GPU acceleration. But rest makes sense.

In any case, PDF and SVG are almost requirements.

IMO, the work still needed on graphical front is:

- separation of abstract draw (and Painter) from host OS
- better font management (glyph replacements etc..)
- Painter -> PDF export
- Painter SVG import/export (import might require implementation of SVG filters...)

Mirek
