Subject: Re: Painter future
Posted by mirek on Wed, 25 Feb 2009 17:36:28 GMT

You might also want to try Lion test... (PainterExamples/Lion.cpp) Should be quite easy to be adapted.

Well, OpenGL clearly is NOT what I had in mind when I started work on Painter. Anyway, OpenGL backend is likely possible, I am just not going to do it myself.

Thinking about the issue, I guess the main and really big issue is that OpenGL only draws convex polygons. Means you will have to implement some smart algorithm to break polygons, using actual winding rule, into convex ones.

Also, another problem is aliasing. Obviously, you are not going to get the same kind of quality (or even subpixel rendering) using OpenGL.

Mirek