
Subject: Re: Painter future

Posted by [Tom1](#) on Thu, 26 Feb 2009 10:17:14 GMT

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Pavel; Memory footprint of the Windows 32-bit exe file changes by just 5120 bytes, mostly because of inclusion of GLCtrl package.

Mirek; OpenGL anti-aliasing seems platform dependent. On my linux box, I can get nice smooth lines and polygon edges, while on Windows heavy aliasing occurs regardless of "glEnable(GL_LINE_SMOOTH and/or GL_POLYGON_SMOOTH);" or application independent graphics board settings. Aliasing behavior also seems different on Vista/NVidia vs. XP/ATI based systems.

The OpenGL requirement of making polygons convex first is really annoying. Good thing you pointed it out.

To sum it up: It was and still is quite obvious that implementing additional Painter backends for GDI, X11 and/or OpenGL is a clear tradeoff between quality and speed. Maybe some day...

Anyway, thanks for lining up the planned future of Painter -- extensions and more.

// Tom
