Subject: Re: Painter 2.0
Posted by mirek on Fri, 06 Mar 2009 16:52:01 GMT

Small update:

- I have optimized *generic* text drawing, average speedup about 50%

- I have added "BeginOnPath" command which transforms coordinate system to "lay" on current path. Can be used to e.g. render text on curve or to place arrow markers to lines.