Subject: Re: Major Draw refactoring
Posted by mirek on Tue, 11 Aug 2009 16:25:47 GMT
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nixnixnix wrote on Tue, 11 August 2009 11:49Hey Mirek,

You moved some of the ImageDraw code to CtrlCore! You tried to trick me but I caught you!

N

Well, that was necessary to achieve the basic goal: Make Draw idependent from platform GUI.

There is now, BTW, new class ImageAnyDraw, which would use either ImagePainter (with priority) or ImageDraw (which I have typedefed to SystemImageDraw too, just to make it more clear). With ImagePainter variants, no GDI or X11 calls are necessary to create the Image.

Mirek