
Subject: Re: Chameleon, graphic technology
Posted by [mirek](#) on Wed, 12 Apr 2006 11:28:17 GMT
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riri wrote on Wed, 12 April 2006 06:43Hi

I were trying to find any information about graphic improvement, like better integrated look & feel and so on on Ultimate++ (because I can't stand the pseudo WinXP L&F on GNU/Linux), and saw chameleon support in the roadmap. Not finding any revelant info with Google (seems this's a third party techno ?), so I tried to find the info in upp forums, but unsuccessfully.

I understood that this chameleon techno will be the solution for look (and even skins) in the future, but what about this techno ? do you have any information about it ? Is the developement started (in this's not a third party solution) ? when do you plan the Big Jump ?

Thanks in advance

Well, right now we are in process of refactoring "rendering infrastructure". This is mostly about raster image processing capabilities, which took more time to do than anticipated, OTOH gives unexpectly nice framework for manipulating images. (One of nice features is that the same code can be used to e.g. sharpen in memory icon Image and sharpen 10GB raster file, without any performance compromises on either side).

When that is done, we will most likely have to write new Image designer (with alpha support) and then will be time for Chameleon.

Mirek
