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Subject: Re: A little theming

Posted by [cbpporter](#) on Fri, 05 Mar 2010 09:06:46 GMT

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Actually, I think that with carefully selected vector images, it would be a lot faster than scaling bitmaps. No heap activity for one. No need to apply smart scaling/filters. Just one computation with floating point precision for every coordinate, round it to pixels and draw. Skulpture can be represented almost 100% with nothing but non-overlapping rectangles, some filled with gradients.

But back to the subject, using some vector images with Theme is not out of the question. I can only load PNG files now, but with image format registration it could work with anything.

The problem is what kind of format to store the pictures. SVG is far too bloated and large and very hard to implement in a full compliance mode. Tiny spec is not that hard but I don't think we are there yet. Other popular vector images are quite proprietary, like the enhanced PNG from Adobe I think (The one that is not used as external format) or Corel draw files.

PS: The GetTempPath problem is XP only. No progress yet. I'm investigating the use of GetLongPath WIN API.

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