Subject: Re: smoother drawing
Posted by cullam on Thu, 29 Jul 2010 13:52:06 GMT

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I'm not entirely sure. I basically did what was in the drawing example. My app uses
GUI_APP_MAIN, with my main class inheriting from WithNameLayout<TopWindow>. I then just
overwrote the Paint(Draw& w) function. So, whichever version of painter that is, that's what I used.
The actual primitive drawing functions I end up basing my own drawing code on are DrawEllipse(),
DrawLine(), etc.