Subject: Re: smoother drawing
Posted by mr_ped on Thu, 29 Jul 2010 14:10:58 GMT
View Forum Message <> Reply to Message

check Bazaar PainterSVG_demo, it does use uppsrc/Painter package too.

Or just add uppsrc/Painter package to your project, add
#include <Painter/Painter.h>
in the code, and go ahead.

Search also forum for painter, watch out for Mirek's (luzr) posts about his experiments when he
was creating it.

It's not really difficult to use, but the examples/docs are a bit lacking, as it's relatively new part of
upp. (but the API is sort of drop-in replacement for previous UPP Draw API, so docs about that
one will help even with new Painter package)