Subject: Re: smoother drawing
Posted by cullam on Thu, 29 Jul 2010 16:11:32 GMT
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Awesome! OK, I'm working on adding this to my app. First I need to figure out what quality setting I need. Basically, I need to figure out what it's looking for, and what I need to give it. But that should be simple enough. If I get that happening, then the compiler should stop complaining about BufferPainter sw(ib, ctrl.quality);, since I'll no longer be handing it a non-existant ctrl object.

When I get that done, do I basically just need to implement a MyApp::DoPaint() function? Or is there another inheritances I need to sort out to make that connection? Thanks so much for all the help, gang!
-cullam