Subject: Re: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)
Posted by Tom1 on Mon, 29 Nov 2010 11:56:14 GMT

OK, I see.

Would it be possible to expose the platform graphics capabilities via Painter interface (possibly in addition to the conventional Draw interface) in this new 'GUI abstraction layer'? I mean in such a way that the Painter drawing primitives would be implemented using hardware acceleration if such is supported by the platform.

Best regards,

Tom