Subject: Re: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)
Posted by mirek on Mon, 29 Nov 2010 18:08:50 GMT

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Tom1 wrote on Mon, 29 November 2010 06:56OK, 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'?

No need. Painter interface already exists, you can already implement it in HW (other thing is that there is very likely no meaningful way of doing so, at least not with usual OpenGL - like graphics acceleration).

Mirek