Subject: Re: How does CtrlCore Image::Data::PaintImp work?
Posted by mirek on Fri, 04 Mar 2011 09:16:33 GMT

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fudadmin wrote on Thu, 27 January 2011 09:41
Maybe we should put Upp Painter on top of mac's OpenGL or..?
Btw, google's chrome for mac uses OpenGL.

Basic painter is just a set of virtual methods. You can attempt to create OpenGLPainter any time.

That said, I doubt it is possible. Painting model of Painter is too different from what OpenGL offers. There IMO is really quite little you can accelerate in Painter (which in fact is not that different from Quartz2D in operations) using OpenGL. Maybe some composition things and some image rendering, but that is about it...

Mirek