Subject: Re: About Painter vs OpenGL
Posted by raxvan on Sat, 05 Mar 2011 14:01:22 GMT

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You would be surprised what can be done by using programmable shaders. The ideas is to drop your conventional way of thinking and adopt new techniques that are used today. By using antialiasing you can get the "sub-pixel" quality needed, and i can guarantee that you can get the same or even better quality with opengl rendering, not to mention the extra speed.

Raxvan.

Edit: I believe the future of gui is heading trough this path. Opengl accelerated systems kill everything that is cpu bound.