

---

Subject: Re: About Painter vs OpenGL

Posted by [Mindtraveller](#) on Sat, 05 Mar 2011 14:30:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

SW painter has no dependencies on Unix systems. It uses rather small amount of memory and has very predictable scalability and execution speed. So it can easily be applied to web servers. Which is very cool, as it is many times faster than calling ImageMagick.

If we talk about desktop systems like Windows or Android/Mac OS/iOS - yes, videocard help could possibly optimize GUI output in that case.

I suggest considering these approaches equally optimal for their own cases: one - for drawing some elements or servers, another - solely for desktop GUI.

---