
Subject: Re: About Painter vs OpenGL
Posted by [mirek](#) on Sat, 05 Mar 2011 17:29:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

raxvan wrote on Sat, 05 March 2011 11:45I think all recent mobile devices have "gpu" acceleration (trough opengl ES). In this case it would be stupid not to use it for gui as it is more efficient than cpu, thus making the battery last longer.

In my opinion there really is no other outcome in the future: all user interfaces will be accelerated in some way: openGl, openCl,etc; I know that porting current technology to that is really hard right now, but this should not be left aside.

Raxvan.

Please, the whole rant is about the idea that Painter should be accelerated by OpenGL.

It has nothing to do with using OpenGL for GUI. Actually, Draw model is in fact easily compatible with OpenGL and in the end, U++ GUI is rendered using Draw.
