

---

Subject: Re: About Painter vs OpenGL  
Posted by [raxvan](#) on Sun, 06 Mar 2011 07:44:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Sat, 05 March 2011 18:29

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.

Sorry, my mistake then, i thought that Painter is directly responsible to drawing gui in upp .  
I will take a closer look to Draw and see if i can pull off an opengl implementation.

---