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Subject: Re: UppGL

Posted by [Tom1](#) on Tue, 17 May 2011 11:05:32 GMT

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Hi Uno,

This is a very interesting topic for me. I agree with you on most every item you represent. Especially my favorite subject: The hardware accelerated Painter.

Anyway, one issue comes to mind though: As far as I know, Windows supports off-the-shelf only OpenGL 1.0 and will not include anything else by default. Although other implementations are available, I'm worried that many end-user issues may arise because of lacking support for OpenGL 2.0 ES.

I hope I can get a little time to try out your efforts on this one.

Best regards,

Tom

ONE MORE DETAIL: Have you looked at OpenVG in order to get hardware accelerated 2D graphics?

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