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?