unodgs wrote on Tue, 17 May 2011 05:42
During implementation I came to the conclusion that CtrlCore should be reorganized. It's quite hard to add another system draw kind of class. Right now depending on compiler flag SystemDraw is a win32 draw or x11 draw. It would be better if there was SystemDraw a an interface (like Draw is now) and X11SystemDraw, Win32SystemDraw so I could easily add OpenGLSystemDraw. That could also let to have Win32SystemDraw and OpenGLSystemDraw at the same time and use them interchangeably. OpenGl for gui rendering, Win32 one for pdf generating or printing or anything else that OpenGL draw is not good for. Right now I have BaseDraw that is old system draw and SystemDraw that uses OpenGL. Akward but had no time to implement it better and I wanted to hear your (especialy Mirek's) opinion on that first.

Agreed. This is what "rainbow" is supposed to be, unfortunately the progress is slow and so far only "in my head". Well, at least I am now pretty confident what path to take... (it will be sort of ugly but effective approach using some macros).

Mirek