
Subject: Re: Porting (Mac OS X) and "reference application" idea
Posted by [kohait00](#) on Tue, 05 Jul 2011 14:41:27 GMT
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seems as if Quartz 2D has similar drawing mechanisms like Upp. id defines a Drawing context, which finally is rasterized when the final resolution is available. so, porting *should* be generally not too complicated.
