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Subject: Re: Rainbow, first iteration

Posted by [unodgs](#) on Tue, 19 Jul 2011 08:42:15 GMT

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mirek wrote on Tue, 19 July 2011 04:33

Besides, the main problem is DrawText and font management - and there is no support for them in OpenGL.

I'm trying to do something similar qt developers did (

<http://labs.qt.nokia.com/2011/07/15/text-rendering-in-the-qm-l-scene-graph>) I have a working shader, but the main problem is distance field generator (I'm trying to port one from qt5)

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