Hi,

I like double coordinates on Painter, but I would still like to preserve integers on Draw :

- Storing doubles takes twice as much memory.
- I have an impression (dating years back though) that computing with doubles is slower than with integers.
- GDI and X are mapped directly to integer

How about offering Painter interface to Ctrls as an option to the Draw version?:

void Paint(Painter &painter);

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Slightly off-topic: I have recently found that the 2D performance offered by Windows GDI can be attained by software rendering. (Maybe because on Windows Vista/7 GDI is more or less software rendering anyway.) So I have started to render with BufferPainter + SetSurface(). Also having Wayland on its way to Linux, I expect applications will end up rendering display buffers on their own without much support from specific hardware. It seems to me Upp::Painter interface is a nice and clean way to do what is inevitable in not so far future, so why not having a "void Paint(Painter &painter);"?

Best regards,

Tom