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Subject: Re: Rendering

Posted by [mirek](#) on Fri, 24 Feb 2012 14:51:12 GMT

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Tom1 wrote on Fri, 24 February 2012 08:50

How do you see the future on this subject?

IMO, Draw is functional subset of Painter and it is easier to use too, yet it has enough capabilities to cover 90% of cases (I have to admit that I have not yet used Painter to paint the surface of widget in any of my production code. Draw is simply enough).

Draw, unlike Painter, can also be implemented with almost all host systems, which then leads to HW acceleration.

If you have to use Painter, it is OK, but it looks like the hard part, the one that needs to be maintained in the future, is painting algorithm itself, not its binding to Paint, which is relatively simple.

As to the whole subject of WinRT/Wayland etc... I am starting to think that maybe some experimental RAINBOW project to hijack some other toolkit as U++ low-level might not be that bad idea... OTOH, perhaps OpenGL backend is enough too. Hard to say.

Or maybe we should make CtrlCore somewhat optional and build CtrlLib on higher-level stuff... I do not know. But our inability to get MacOSX covered makes me a little bit nervous