Subject: Re: Rendering
Posted by Tom1 on Wed, 29 Feb 2012 20:35:47 GMT

Hi Mirek,

Thanks for your views. Using OpenGL sounds much more appealing to me than some heavyweight toolkit. Do I understand it correctly that Uno is working on this as a Rainbow backend?

If U++ would work on MacOSX, I would certainly consider getting one.

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The original reason I started using Painter was nothing more than lack of wide dashed lines in Draw. Now I'm addicted to anti-aliasing too...

Anyway, could you consider merging wide dashed lines support to Draw if I can supply working code for both GDI and X11, while also keeping it source compatible for applications?

Best regards,

Tom