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Subject: Re: Rendering

Posted by [mirek](#) on Wed, 29 Feb 2012 21:44:20 GMT

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Tom1 wrote on Wed, 29 February 2012 15:35

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

Actually, I was rather thinking about removing (well, obsoleting) anything line/polygon related from Draw...

Thing is, most application I have ever done are only using DrawRect, DrawText and DrawImage. It is enough to build a GUI. For polygons, we can use Painter.

Would simplify creating new rainbow backends as well...

Mirek

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