Subject: Re: Rendering
Posted by Tom1 on Sat, 03 Mar 2012 08:33:05 GMT

Hi,

Based on current GDI and X11 implementations, I have been thinking of Draw as a single native vector graphics abstraction that is and will be mapped to all native targets on all supported platforms, no matter if they are window, buffer, printer or PDF. Additionally, some targets (window and buffer) may gain acceleration on the way if such is supported by the target. IMO this kind of one-stop-vector-graphics-shop will be needed in the future too.

If mandatory parts of Draw will be narrowed down, I seriously suggest having mandatory BeginGdi()/EndGdi() -like solutions for all native targets to allow proper target specific extensions to be developed. This way it would be possible to make a 'SuperDraw' that takes Draw as contructor parameter, and then implements wider API calling GDI/X11/OpenGL/Painter or whatever the backend really is. If the backend was not (yet) natively supported by 'SuperDraw', we could use local BufferPainter to handle the drawing and push the image to Draw.

Best regards,

Tom