Subject: Introducing OSVGS
Posted by Tom1 on Tue, 27 Mar 2012 15:48:54 GMT
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Hi,

I have just committed the initial version of OSVGS and OSVGS_Demo in sandbox. OSVGS stands for one-stop-vector-graphics-shop. It is supposed to map a single API efficiently to various graphics backends: Draw, Painter, OpenGL and Direct2D for starters. The main idea is to get graphics dependent application code written once and then having it run on future platforms without changing the code. Just updating the OSVGS.

It could have been called TWR for the-wheel-reinvented too.

Anyone interested, please get it (SVN r.4724 or something) and test it.

- Reading OSVGS/OSVGS.h rapidly explains how it is supposed to work
- Reading OSVGS_Demo/main.cpp explains how to use it
- Reading OSVGS/*.txt explains what is the current status of the project

- Clicking on the OSVGS_Demo window's client area gives some simple benchmarking results.

- Windows 7 (or Vista SP2 +platform update for Direct2D) is required on windows to make it work.

- It should run on Linux too, but I haven't tested it in a couple of days.

- The most important thing missing here is the DrawText functionality for OpenGL implementation. I think it needs a different set of brains for decent results.

Anyway, please report any issues found. Constructive comments are most welcome -- destructive ones less so.

Best regards,

Tom