
Subject: Re: Introducing OSVGS

Posted by [Didier](#) on Sat, 26 May 2012 21:19:30 GMT

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Hi Tom,

I just tried you're demo and it seems quite promissing.
OpenGL drawing is much faster for the drawn example.

The thing that surprises me is that nobody else answered you're post ?!?

The recent posts talking about RGBA and draw vs painter seem to show you're OSVGS philosophy is somewhat needed.

Keep-up
