
Subject: Re: Introducing OSVGS
Posted by [koldo](#) on Mon, 28 May 2012 09:03:28 GMT
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Hello Tom

One question: Why to create OSVGS instead of creating new Draw subclasses for OpenGL and Direct2D?

Now for example:

```
class PdfDraw : public Draw  
class Painter : public Draw
```

Could it be this too?:

```
class OpenGLDraw : public Draw  
class Direct2DDraw : public Draw
```
