Hi Koldo,

There are some differences between Draw and OSVGS:

- OSVGS uses floating point coordinates whereas Draw uses ints.
- OSVGS supports wide dashed line styles (if available on the underlying platform) whereas Draw does not.
- OSVGS supports anti-aliasing (if available on the underlying platform) whereas Draw does not.

I wrote OSVGS for Draw as an example of mapping the OSVGS API. The real thing should probably be written for Windows GDI and X11 directly (at least in part to support wide dashed line styles).

These differences rise from my personal specific needs. I also wanted to make OSVGS very simple and clear for anybody taking the first look at it, yet include enough features to render typical maps; please see OSVGS.h.

So, yes: It could have been OpenGLDraw : public Draw, ... etc. but that would not have solved my problem: Draw is too limited in a sense, and I'm not in the "inner circle" of U++ which is required to add features to Draw, so I need to work on the "outer ring" instead.

In fact, based on discussions with Mirek in this forum under a different topic a few months ago, I was left with an impression that Draw might be headed to a completely different direction: i.e. obsoleting features instead of adding more features. This was one of the reasons for me to put together this OSVGS thing.

Best regards,

Tom