Subject: Re: U++ 2019.1.rc4 released
Posted by cbpporter on Fri, 26 Apr 2019 16:01:01 GMT

mirek wrote on Fri, 26 April 2019 09:52
Something that can read and write system colors, you can code in it, outputs in Painter for smooth scaleable graphics, but the end result will of course be cached as an image like Chameleon does today.

I'll look over Esc/Usc and see if they can be hooked up for Painter...

This is off-topic, but I'm surprised Esc isn't integrated with Painter.

Works really well! I see a lot of potential in it! All we need is a bit of color API and helpers. And function overloading if it is not supported :).

File Attachments
1) esc.png, downloaded 503 times