Subject: Re: Simple way to develope 2D Game
Posted by Sgifan on Fri, 14 Jun 2019 15:59:19 GMT

I know it is not mutiplatform, but Direct2D is really powerful and simple to use.

It is as capable as painter, antialiasing quality is perfect.

For instance look at this project to create something like painter using direct2d

https://github.com/livingcreative/kcanvas

Look also here: https://   github.com/microsoft/Windows-classic-samples/tree/master/Samples/Win7Samples/multimedia/Direct2D

to have simple and small examples of using Direct2d in Win32 (not UWP, not WinRT)

I would even go as far as to say it could easily be used by SystemDraw instead of GDI on win32.