Subject: Re: Simple way to develope 2D Game
Posted by Novo on Sat, 15 Jun 2019 16:58:01 GMT

mirek wrote on Wed, 12 June 2019 14:58
If you have any other suggestion...

(BTW, polygon rasterization of Painter is adopted from AGG. I feel no shame about it, because he in turn adopted it from FreeType :)

Mirek

The only one I'm familiar with is from the author of AGG. Part of the algorithm is patented.
"he in turn" asked an author of FreeType for a permission and got it ...
Tesselator was completely 100% his algorithm and code.

mirek wrote on Wed, 12 June 2019 14:58What I argue about is that if you are about to draw very complex polygons with little pixels and draw a lot of them, with external API / semantics similar to Painter, then beating Painter is difficult.

Maybe, but "this" app is an example of exactly that.
Most of the GUI code is using semantics of Draw (DrawRect/DrawText/DrawImage).
Painter-related stuff can be rendered into bitmaps in the beginning ...
But even ImGui, which is redrawing everything each frame seems to be able to handle this load.
I'm pretty sure you can do much better than that.
IMHO, with your talent to design very complicated things in a very simple way you should be able to do this easily.
Hardware Abstraction Layer, tesselator, display tree, immutable data structure to pass data between threads ...
It would be interesting to see how simple and elegant will be your design ...