Subject: styling of widgets (animation / look and feel)
Posted by dodobar on Sun, 16 Apr 2023 18:54:50 GMT
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I'm reflecting on challenges of UI design, coming from this sector its tricky to find libraries allowing for easy widget styling and animation trends.
it's no easy task as it is a fundamental to the underlying architecture , but interesting to know how people feel about this in U++:
looking briefly at the code there are several steps perhaps required for implementing this:

Implement hardware acceleration (like OpenGL,Vulkan). (this seems to be some support already with the GLDraw)
Scene graph-like data structure for efficient UI management.
Use retained mode rendering to store and manage UI element states.
Support asynchronous loading of resources and UI elements.
Minimize unnecessary redraws with efficient invalidation and update mechanisms.
Develop a animation and transition system.
Integrating widgets to use this styling, override default behaviours