
Subject: EscPainter package, a painter extension for Esc scripting language

Posted by [Oblivion](#) on Mon, 01 May 2023 19:04:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

Initial public version of the EscPainter package is available.

This package is an extension to the Upp's Esc scripting language.

It utilizes the Painter package to allow for high quality image drawing in Esc scripting language.

It can be directly used in both console (headless) and CtrlLib applications.

OK, you may ask, what is it good for?

For one, it can vastly reduce the network load when a U++ app needs to send/receive high (SVG) quality graph, charts over the wire. :)

As a matter of fact, EscPainter was born out of this need. (Long story short: I needed a simpler yet better drawing language than DEC's ages-old cumbersome relic known as REGIS, for an SSH2 terminal. In such situations EscPainter is not only better, it is by leaps and bounds superior to it, thanks to the flexibility, simplicity and integribility of Esc.

The initial package is available via both UppHub and upp-components repo.

It comes with two examples, one demonstrating a static image drawing, and the other a simple animation.

Core functionality is already implemented. Some non crucial functions are missing but will be implemented in the followign weeks.

Any questions, suggestions, bug reports are welcome.

Best regards,
Oblivion