
Subject: Re: EscPainter package, a painter extension for Esc scripting language
Posted by [Oblivion](#) on Sat, 09 Sep 2023 12:54:11 GMT

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Hi,

EscPainter package has gained new and useful functions:

```
void EscDraw(ArrayMap<String, EscValue>& global, Draw& w, Size sz);  
void EscDraw(ArrayMap<String, EscValue>& global, Draw& w, int cx, int cy);  
void EscDraw(ArrayMap<String, EscValue>& global, const String& script, Draw& w, Size sz);  
void EscDraw(ArrayMap<String, EscValue>& global, const String& script, Draw& w, int cx, int cy);
```

As their name suggests, these convenience functions allow painting to any "Draw" surface -including system draw- without wrestling with the interface any further.

Best regards,
Oblivion
