
Subject: Generic questions about graphic
Posted by [Silvan](#) on Wed, 05 Jan 2022 09:27:09 GMT
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Hello,

wandering around the U++ documentation I have some question I didn't find an answer:

1) What is exactly Rainbow? And why on the Example section of the site there are two examples (FrameBuffer, UWord_FB) but in the U++ Package no?

2) Painter is amazing... really impressed (not too difficult since I'm a numeric calculus C programmer for the most).

There is some benchmark compared to other Vector Graphic framework? (like Adobe, Quartz, OpenVG, Cairo, etc).

I read some topic on the forum about hardware accelerated Vector Graphic.

Well, first I would say that with the advent of shader everything can do by a CPU can be do also by a GPU,

performance consideration came later and maybe there can be situation where CPU is more performant.

I find this recent article: <https://developer.nvidia.com/gpugems/gpugems3/part-iv-image-effects/chapter-25-rendering-vector-art-gpu>

and there the question: there is some idea to make painter hardware accelerated? Someone is thinking about that?

3) I read somewhere of hardware accelerated Draw so there is a GL U++, where can I find more about that?

Thank you
Silvan