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Subject: Painter replacement

Posted by [Sgifan](#) on Thu, 09 Jan 2014 09:16:07 GMT

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Hello all,

I came across a small C library called nanovg that you can find here:  
<https://github.com/memononen/nanovg>"

It is an very small hardware accellerated vector graphics library

The example application shows a GUI drawn with it and it look very very nice. It it really small in terms on source code.

I compiled it for win32, so I had to introduce glew support to the original sources.

I send here the binaries of the example (in debug mode so you need to have VS2010 installed)

The demo is using a ImGui principle in which the whole GUI is redrawn at each frame, but this does not prevent using it differently.

It would be a really nice addition to U++ toolkit if we could have access to a slick GUI like this.

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### File Attachments

1) [nanovgexample\\_debug.zip](#), downloaded 386 times

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