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.

File Attachments
1) nanovgexample_debug.zip, downloaded 424 times