
analog clocks

Posted by moshi - 2007/11/17 13:00

is there a way to anti-alias clock hands for an analog clock?

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Re:analog clocks

Posted by Alexander - 2007/11/17 14:34

Rainy wrote (#2444):

"Analog clocks are possible too but at the moment they do not look very nice since the bitmap rotate operation does not have anti-aliasing support. I'll create an example config once I get that implemented."

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Re:analog clocks

Posted by Rainy - 2007/11/18 16:53

The rotate is now anti-aliased in b51 and there is an example too in the Chromophore skin.

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Re:analog clocks

Posted by moshi - 2007/11/19 14:36

cool, i'll try that :)

already thinking about the calendar list window for Rewind :)

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