Grafmin

User Guide

Dear User,

The purpose of this document is to give you some internal information about the software you will find at Grafmin, but a few important details are secret. Almost all technical trade-offs are described here in laconic nature to help you draw your own personal conclusions quickly in order to enjoy the software fully, and with all the flaws. I wish I could do better with some technical decisions to improve things but there is no immediate plan to do so.

Some software components are carefully picked from like-minded people, the idea is to instill some kind of singular personality in the software, for better or worse. I deeply believe that beautiful software is fast, does not contain design features that are just design features, and is economical with the computer resources even if there are plenty. The economy gives a sense of accomplishment of a job well done, in the most efficient way. Thus, Grafmin does not do flashy software.

Finally, I hope to find the software useful and have a good time with it, or even better if it helps you make your own things. I would be interested to know and see different types of creative expression with the tools provided at Grafmin.

Kind Regards,
Giorgos Vougioukas

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First version created: January 2, 2025
Last modified: September 28, 2025

Technical Specification

Markella - Rhea - Thalia - Phoebe - Euterpe - Alcyone
Mnemosyne - Terpsichore - RSI - KCm - WDL-GV

Written:	C++
Language standard:	ISO/IEC 14882:1998
Mature/proven standard:	Yes
Software type:	Industrial-strength software
C++ Standard Template Library:	No. Specialized components
Software orientation:	Longevity
C++ Exceptions:	No
RTTI:	No
RAII:	Yes
Raw pointers:	Yes
Pointer arithmetic:	Yes
Manual memory management:	Yes
Predictable memory allocations:	Yes
Any form of garbage collection:	No
Character encoding:	UTF-8 (variable-length)
Array indexing:	32-bit signed integer
Widget toolkit:	Windows API (low-level)
Input device:	Keyboard (primary), Mouse (optional), Touch screen (fully ignored)
Computer graphics:	Raster
2D graphics:	LICE (part of Cockos WDL)
Linux/~~macOS~~:	SWELL (part of Cockos WDL)
Binary size:	Superleggera
Memory footprint:	Extremely low
C runtime (CRT):	Statically linked
Cold startup time:	Instant, like your instinct
Shared library dependencies:	From none to a few
Backwards compatibility:	At least 20 years
Design heredity:	WDL (whittle)
Source model:	Open source
Sightliness:	In the eye of the beholder

– ENDS –

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