

PaintCode 2.1 adds support for Swift programming language

Published on 06/25/14

PixelCut today released PaintCode 2.1, adding support for the new Swift programming language to its popular developer tool. PaintCode is a unique vector drawing app that generates code in real time, acting as a bridge between developers and graphic designers. With PaintCode, developers can create an app that is truly resolution-independent, using code (instead of a large number of image assets) to draw a user interface.

San Francisco, California - PixelCut today released PaintCode 2.1, adding support for the new Swift programming language to its popular developer tool. PaintCode is a unique vector drawing app that generates Objective-C or Swift code in real time, acting as a bridge between developers and graphic designers. With PaintCode, developers can create an app that is truly resolution-independent, using code (instead of a large number of image assets) to draw a user interface. PaintCode has been successfully adopted by numerous developers, including industry giants such as Apple, Disney Pixar, Twitter, Dell, Hewlett Packard and Evernote.

"After Apple introduced Swift at WWDC, it became clear that it is the future of Apple software development. We started to work on Swift code generation immediately. Today, we're very excited to finally make it available to all our customers as a free update," said Peter Krajcik, PixelCut CEO.

In addition to Swift support, PaintCode 2.1 also introduces parametric colors, gradients, shadows and images. Using this feature, designers and developers can easily create dynamic drawings the style of which can be adjusted at any time.

Pricing and Availability:

PaintCode 2.1 is available as a free update to existing PaintCode 2 customers. New customers can purchase PaintCode 2.1 on the Mac App Store and PixelCut's own store for \$99.99. Further information about PaintCode and the trial version can be found on the product website.

PaintCode 2.1:

<http://www.paintcodeapp.com>

Purchase and Download (MAS):

<https://itunes.apple.com/app/paintcode-2/id808809998>

Download Trial (zip):

<http://www.paintcodeapp.com/try>

Screenshots (zip):

http://www.paintcodeapp.com/content/support/paintcode_screenshots.zip

App Icon (zip):

http://www.paintcodeapp.com/content/support/paintcode_icon.zip

PixelCut is a software company founded in 2012 by Peter Krajcik and Mike Antonic. PixelCut's first product, PaintCode, is a full-featured vector drawing app that instantly generates Objective-C or Swift drawing code. Bridging the gap between programmers and graphic designers, PaintCode has quickly become one of the most popular developer tools on the Mac. Copyright (C) 2014 PixelCut, s.r.o. All rights reserved. Apple, the Apple logo,

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

App Store, iCloud, Mac OS X and Retina are trademarks of Apple Inc. in the U.S. and/or other countries.

###

Peter Krajcik
CEO

info@pixelcut.com

Link To Article: <https://prmac.com/release-id-68761.htm>
