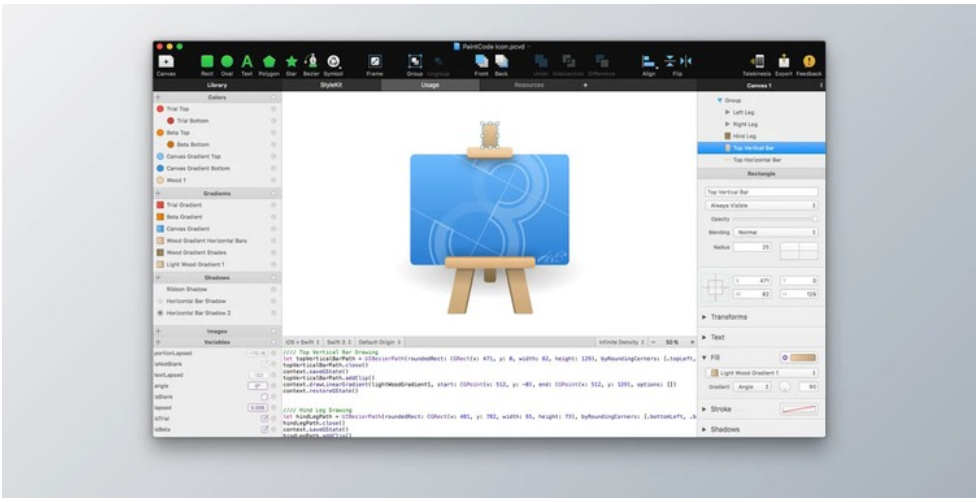
# PaintCode v3.5.4 for macOS

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Inside this PaintCode review, we will explain to you the way PaintCode turns your images to Swift and Objective-C code -- and also reply if it is well worth the price tag.

PaintCode is a program that permits you to draw icons, controls, and other graphics elements just like you would in apps like Sketch, Photoshop, or Illustrator.

Except PaintCode has just one big difference -- it creates Objective-C or Swift Core Graphics code out of the drawings in real-time!

You may then incorporate this code in your program, letting you dynamically scale your images to any dimension, or programmatically alter your images based on user input.

When you start PaintCode, you receive a blank canvas you may draw into utilizing basic shapes like rectangles, polygons, ovals, text, and Bezier curves. Here's a happy face icon that I pulled in around a minute with an Oval and three-star Bezier paths

Although PaintCode's capacity to draw a picture at any size in runtime is surely a benefit, at which PaintCode really shines is its ability to produce lively images.

As an instance -- you can tweak the code over to permit the user to change the background and foreground color, or perhaps write some code to programmatically create the dimensions of their joyful face's grin!

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版本列表

- PaintCode v3.5.4 for macOS
- PaintCode v3.5.6 for macOS
- PaintCode v3.5.8 for macOS

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