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Subject: Re: let's discuss new Draw principles and problems...

Posted by [jadeite](#) on Mon, 13 Feb 2006 12:35:19 GMT

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Firts, for those of us that are new, can you say -

- Is the 'new' Draw already implemented in current stable download, or is it only in uvs2/cvs?
- What is in the new Draw that is different from before?

What I would like:

- Fast, with anti-aliasing
  - AGG support. Not necessarily as default, but optional. This is the way VCF does it. One line of code, and all of a sudden you are using AGG rendering for strokes and fills. It really is as simple as that. Nice for anti-aliasing, dashing, etc.
  - Alpha blending/transparency in view area.
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