
Subject: Re: AGG

Posted by [fudadmin](#) on Fri, 22 Jun 2007 02:48:50 GMT

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...this is a testcase for upp_agg_svg...

Sorry, it's old and messy - I was trying xml parsing with upp before uncovered upp Xml capabilities (or maybe they didn't exist at that time...) but it works and shows the potential.

SvgView::Paint(Draw& w) - could give you some ideas to experiment with different aspects of agg connection to upp.

ImagBuffer::Rectangalize(Draw& w, bool norect) is the main thing, IMHO, to sort out Mirek's mentioned printing problem:

it finds mono-color rectangles and can be used to send DrawRect to printer instead of pixels. (it might not in this example but I had tested printing, too)

Ok, I might be back...

File Attachments

1) [XmlView_svg2.tar.gz](#), downloaded 402 times
