arturbac wrote on Fri, 22 June 2007 09:37Thanks.
You welcome.
A. Some more considerations about agg or what people expect from agg:
1. the questions I didn't answer to myself:
"Would be it possible (or desired.. or required) too "agg-ise" existing:
a) the whole application
b) only some controls
c) only some elements of controls
 with e.g let's say (kind/part of "chameleon"?)
Draw::SetEngine("AGG"/"VNC"/"HOST"/"SDL"/"GLX"..., SetScreen("whole_screen", 10times x
10times), ElementsFilter(ArrayMap("RichEdit","text")))
d) all text
...
or only use AggDraw in e.g virtual Paint() for each users needs in new controls to draw something
(like Mirek's proposal?) ?

2. In case of controls- "how to switch/connect between subpixel accuracy and existing "no double
point" coordinates (something like existing "Splitter"...?)

3. Would all those upp AggDraw::DrawSomething(...) wrapper things just be an extra bloat when
at the moment with my Imag buffer (kind of canvas?) I have all the flexibility of agg?
-partial answer to this: ok, maybe people would not need to learn "agg way of doing things" but is
it worth?

B. if accepted, "agg_aris_main" package should be renamed agg2.4_uppBase1 (or similar) and
go to under /plugins and not needed to be changed except:
1. maybe - agg_svg_upp (svg related files) should be extracted into a separate package? -
Because (at least me) it is going to be adjusted for Upp::Xml
2. maybe - someone (or me in some future) will want to adjust agg2.4_uppBase1 to upp
containers (then agg2.4_uppBase2?)
3. I would suggest then to have different agg_upp_bind (or agg2.4UppDraw) packages and/or
variants (I will have my variants anyway)
4. related to my naming scheme - I'm seriously thinking about a mechanism (regular exp aliases?
and/or version control) allowing showing and switching between different branches/versions in the
theide.

Aris