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Subject: Re: AGG

Posted by [fudadmin](#) on Sat, 23 Jun 2007 20:11:58 GMT

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arturbac wrote on Sat, 23 June 2007 19:12I have 2 questions :

1.Why You use ImageBuffer instead of ImageBuffer from Upp ?

2.What exactly do Rectangelize ?

1.

a) You can try ImageBuffer. At least at that time (something a year ago... when I was creating upp-agg things) ImageBuffer seemed to me like having not enough functionality.

b) Also, I had more extra methods in it and achieved some agg functionality without agg (like moving lines by fractions of a pixel(tried 1/10th), line smoothing etc.).

c) I had idea to use it as memory canvas and paint different things (with and without agg) to it and at the end of a cycle:

2. Rectangelize - to save graphics bandwidth and speed up throwing it to screen (or printer) by not sending pixel by pixel but employing hardware's DrawRect (this idea was proposed by Mirek if you browse forum archives). Especially a big speed up with printers if you ever tried to print BIG rendered images...

P.S. The thing which Mirek wanted me to do was recording and replay of agg drawings in WMF style... But despite a lot of efforts my brain never came to that realization... . Maybe joint efforts can produce that...

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