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Subject: Re: AGG

Posted by [mirek](#) on Sun, 24 Jun 2007 09:02:35 GMT

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fudadmin wrote on Sat, 23 June 2007 16:11

2. Rectangalize - 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...

Actually, you got this point wrong back then...

What is needed is in the fact the ability to render the image in bands. In other words, to draw the clip of image only. Together with "WMF-style" recording, U++'s DrawData function will be able to draw the image in only small portions (bands) and will perform the "rectanglizations" (this code is already in Draw package and tested to work in some of mine commercial applications to directly draw supported image formats like .png).

OTOH, I think this whole issue can wait a bit. Painting on the screen seems to be the primary problem now anyway....

Mirek

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