Subject: Re: AGG
Posted by fudadmin on Sun, 24 Jun 2007 11:30:27 GMT
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luzr wrote on Sun, 24 June 2007 10:02
...
Actually, you got this point wrong back then...

You mean, now I understand it, do you?

Quote:
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).
Yes, I just made your ingenious piece of code to work with agg and blend with upp Ctrls (with controlled transluency layers). But I also wanted to detect refreshable rectangles from the whole application and pump through my ImagBuffer system. Maybe the other way round and wrong approach...

Quote:OTOH, I think this whole issue can wait a bit.
Do you mean, agg?
Quote:
 Painting on the screen seems to be the primary problem now anyway....

Could you elaborate? You mean agg painting or upp painting? (if upp, is this the reason upp blinks horribly with beryl when resizing?)

P.S XmlView_svg2 which I posted is not all what have done with upp and agg. Some other things were e.g inserting resizable png and svg imges (EDIT: actually as links not the whole images) into UWord and exporting qtf into xhtml (not HTML).
But the biggest drawback of theide (or maybe my inability) to have good version control switching is that I have to spend too much time adjusting my changes to official versions.