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Subject: Re: How to Draw into an existing image(buffer) ?

Posted by [mirek](#) on Fri, 13 Jul 2007 06:55:20 GMT

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Well, to say it straight, ImageDraw is sort of cheap solution for cases when you need to use host platform GUI to draw something. OTOH, in straight Win32 or X11, you have exactly the same option (draw bitmaps using GPU).

Full software rendering for U++ is a subject of research. You might try Aris's AGG plugin (see Technology lab).

BTW, speed-wise, it does not have to be so bad. I have just finished project that does a lot of supersampling using ImageDraw and Rescale and with some more tricks (like intense use of Image cache...) things seem to be OK even on 2-3 years old HW.

Mirek

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