Subject: Re: you can download and compile AGG with Ultimate++
Posted by jadeite on Sun, 19 Feb 2006 14:34:29 GMT

fudadmin wrote on Sun, 19 February 2006 03:59I've have adapted AGG for U++ (only win32 for now but I think it will be not difficult for Linux). Try it.

I tried it. Installation and compile of GraphTest examples is smooth as silk.

Don't you just love the code of Maxim; it is sooo clean!

GraphTest example has a nice benchmarking feature. Are we able to render on a surface using AGG INSIDE A U++ APP yet (with new BGAR feature by luzr)? If so, you can build the GraphTest example in U++ framework, and run the benchmark to compare the 'pumping' of graphics to screen b/w the lightweight AGG widget set and U++ framework. They claim AGG is built for speed (not size), so it might be a good test case to test part of U++ system. Shouldn't be that much difference in 2 because AGG will be doing most of the dirty work, but could still be useful. Cheers