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Subject: DrawAggData.cpp and internal AggDrawData formats

Posted by **fudadmin** on Mon, 14 Jan 2008 16:26:35 GMT

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some of my thinking...

1. If I grasped correctly, AggUpp would need DrawAggData.cpp  
as in Draw DrawRasterData.cpp:

```
#include "Draw.h"
```

```
NAMESPACE_UPP
```

```
struct cDrawRasterData : DataDrawer {
```

```
    int          cx;
```

```
    StringStream ss;
```

```
    One<StreamRaster> raster;
```

```
    RescaleImage si;
```

```
    virtual void Open(const String& data, int cx, int cy);
```

```
    virtual void Render(ImageBuffer& ib);
```

```
};
```

```
void cDrawRasterData::Open(const String& data, int _cx, int cy)
```

```
{
```

```
    cx = _cx;
```

```
    ss.Open(data);
```

```
    raster = StreamRaster::OpenAny(ss);
```

```
    if(raster)
```

```
        si.Create(Size(cx, cy), *raster, raster->GetSize());
```

```
}
```

```
void cDrawRasterData::Render(ImageBuffer& ib) //agg image buffer would already contain RLE  
format?
```

```
{
```

```
    for(int y = 0; y < ib.GetHeight(); y++)
```

```
        si.Get(ib[y]);
```

```
}
```

```
INITBLOCK
```

```
{
```

```
    DataDrawer::Register<cDrawRasterData>("image_data");
```

```
};
```

```
void DrawRasterData(Draw& w, int x, int y, int cx, int cy, const String& data)
```

```
{
```

```
    w.DrawData(x, y, cx, cy, data, "image_data");
```

```
}
```

```
END_UPP_NAMESPACE
```

with changes something like:

```
#include <Draw/Draw.h> //or "AggUpp.h"
```

```
NAMESPACE_UPP
```

```
struct cDrawAggData : DataDrawer {
    int          cx;
    StringStream ss;
    One<StreamRaster> raster;
    RescaleAggImage si; //do we need this for agg or extend Render?
```

```
virtual void Open(const String& data, int cx, int cy);
virtual void Render(ImageBuffer& ib); //agg sh
};
```

```
void cDrawAggData::Open(const String& data, int _cx, int cy)
{
    cx = _cx;
    ss.Open(data);
    raster = StreamRaster::OpenAny(ss);
    if(raster)
        si.Create(Size(cx, cy), *raster, raster->GetSize());
}
```

```
void cDrawAggData::Render(ImageBuffer& ib)
{
    for(int y = 0; y < ib.GetHeight(); y++)
        si.Get(ib[y]);
}
```

```
INITBLOCK
```

```
{
    DataDrawer::Register<cDrawAggData>("agg_image_data");
}
```

```
void DrawAggData(Draw& w, int x, int y, int cx, int cy, const String& data)
{
    w.DrawData(x, y, cx, cy, data, "agg_image_data"); //or "agg_data"
}
```

```
END_UPP_NAMESPACE
```

2. In general, what kind of data format would we need for agg?

- A. RLE compressed agg\_image\_data as raster (for printing only?) with a difference that we use different Rescale and produce a new ImageBuffer
  - B. Kind of WMF - "SVG internal byte compiled" -> w.DrawData(x, y, cx, cy, data, "agg\_svg\_internal\_data");
  - C. other - sequence of some commands - what and how?
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