
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<StreamAgg> 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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