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Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [fudadmin](#) on Mon, 14 Jan 2008 18:08:54 GMT

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luzr wrote on Mon, 14 January 2008 18:00: Actually, it would be interesting to discuss whether my "printing RLE" is a good idea or not...

Mirek

IMO, it's a fantastic thing to save bandwidth, time and space (until vector hardware comes to life). Does anyone suspect any cons?

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