

---

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [fudadmin](#) on Mon, 14 Jan 2008 18:43:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Mon, 14 January 2008 18:23fudadmin wrote on Mon, 14 January 2008 13:08luzr wrote on Mon, 14 January 2008 18:00Actually, 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?

Who knows. Perhaps we should try to send some actual graphics to printer before making conclusions

Mirek

Would you like to say you never tried it?

Couldn't we just assume that, if white (or no color) filled rectangle printing is faster than sending pixels, then it's worth it, could we?

Also, could we save something (time and space?) by using cached agg or svg images with this technique in... let's say future upp web browser?

---