Subject: AggCtrl
Posted by dolik.rce on Mon, 22 Sep 2008 12:39:53 GMT

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Hello everyody!

I needed some fast and pretty graphics for my project, so I decided to write a Ctrl that would allow me to use Agg (http://www.antigrain.com) in Upp. After studying what was done in this topic before (DrawAgg and some other packages by Aris - gave me a lot of inspiration, thanks) and bit of fighting with Xlib and Agg libraries, I finnaly got working version.

It currently runs only on X11, but I plan to make win32 too (or to find some volunteer to do it). It also have some bugs concerning pixel formats (documented in source), but I hope to get rid of them soon. Most of the code is taken from original file agg_platform_support.cpp from Agg, just rewriten to work with Ctrl derived class.

The basic idea is that the Ctrl has it's own agg::rendering_buffer and everything is set up, so the only thing user have to do is to define member
 void AggCtrl::onDraw() and put there all the code to draw into the Ctrl's buffer.

I upload it here with working example and I'll be very glad for any feedback...

Bye dolik.rce

Update: I've fixed the uninitialized variables (see next post) and uploaded the new files here...