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Subject: Re: AggCtrl

Posted by [dolik.rce](#) on Tue, 23 Sep 2008 16:25:13 GMT

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luzr wrote on Tue, 23 September 2008 17:40 Sounds pretty good. Anyway, I believe this belongs to "Bazaar"...

I hope it'll be good, I need it for my app Sorry for posting it on wrong place, I'm still not too confident about structure of this forum...

Anyway, I fixed the bug with non native pixel formats, it was just a stupid typo Some changes were made to the interface of this control, now user can overload three functions:

```
virtual void onDraw(Upp::Draw& dest);
```

```
virtual void onInit();
```

```
virtual void onResize(int width,int height);I think their meaning is clear enough...
```

The last change is in the example - draw a line is too easy with any lib or toolkit, so I put there vector drawing of a lion, which is used in many examples on Agg official site...

I guess now, it would be the time to make a win32 version...

And by the way, I'm still waiting for any feedback, I've tested it only on my xubuntu box...

Bye...

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