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Subject: Re: AggCtrl

Posted by [mirek](#) on Wed, 24 Sep 2008 08:32:07 GMT

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Some initial comments:

- great job

- 370KB to upload here is quite lot - well, it is not really a problem if uploaded once, but I have deleted previous versions. Please, do so too. We have about 300MB for the forum now... Of course, this deserves to be moved into Bazaar anyway

- I think that you should try to "embed" agg24 into AggCtrl; maybe use "plugin/png" method (one file that includes all .cpp) to avoid package list to be too old. Or just put it into subdir...

- Now a little bit more design related issue:

I believe that correct "final solution" of this should be lower-level. I mean, we should definitely aim for ImageBuffer rather than full Ctrl.

One of fundamental advantages is that in future, drawing operations should be independent of GUI. Think about webserver that have to run without X11 but still have to produce .png files...

(Sure, current Draw does not allow this, but that should change).

Also, hypothetical AggDraw should reimplement all normal Draw methods (like DrawRect). The goal here is to allow existing code using Draw to be used with new renderer.

Mirek

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