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Subject: Re: AggCtrl

Posted by [mirek](#) on Wed, 24 Sep 2008 10:30:57 GMT

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dolik.rce wrote on Wed, 24 September 2008 05:54

The only problem would be (as usualy ) with printing. I read all the discussions here about printing and agg, but I can't think about anything else than you - just draw a huge bitmap and break it into rectangles...

Actually, the plan was to store the drawing into some sort of recorder (like Drawing), then draw it many times, clipping out rectangles needed. The advantage is much less memory required.. (A4 page would otherwise be 72MB image...).

Quote:

Btw: In future I may have to write postscript output for the pictures rendered by agg (sounds crazy, I know... ), would that be of any help with the printing?

Hard to say at this moment.

OTOH, AggDrawing will require AGG interface encapsulation, which in turn will make this much easier...

Mirek

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