Subject: Re: Extensions to Draw...Ops
Posted by mirek on Tue, 25 Nov 2008 22:37:03 GMT

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Tom1 wrote on Mon, 24 November 2008 08:51Hi,

What are the chances to get Draw...Op family of functions extended with the following?:

1) Possibility to use different line styles for all line widths. This of course requires separate parameters for line width and line style. Support for geometric pens required for implementation of this feature is available in Windows since NT. Geometric pens tend to be slower than the standard pens, but the performance suffers only in the specific case when wide lines are drawn with styling. Otherwise geometric pens are not used.

2) Uniform raster operation (ROP) capability for all Draw functions. This works for a single DrawOp with ROP mode parameter and for a sequence of DrawOps with preset ROP mode. This is very useful for implementing various complex rubber band tools required in CAD and similar drawing applications. It saves a lot of time spent in redrawing when editing a drawing object on top of complex drawings.

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I have already written working code for this (both Win32 and X11) as a separate class just querying context from Draw class. So, before starting the work to merge the code, I wish to know what are the chances to get it included in Ultimate++.

// Tom

Well, the problem is cross-platform compatibility. That is why Draw is as minimal as possible.

We plan to solve the problem using sofware rendering, mostli like with AGG 2.4.

My idea is that we should aim for drawing capabilities level that makes possible rendering of SVG images (which we should support as well) and PDFs.

The planned bonus is that we might be able to have X11-less (or GDI-less) drawing capability - a very good thing for web servers.

BTW, if you would like to get involved, you are welcome. There were already some attempts in the past, so no need to start from scratch.

Mirek