Subject: Re: Cairo
Posted by kodos on Tue, 06 Jan 2009 22:23:54 GMT

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luzr wrote on Tue, 06 January 2009 20:32
What we REALLY need is to draw to ImageBuffer. And provide meaningful way how to store such drawing and how to print it (like DrawingDraw).

This really is multitarget effort - and one important target is to support drawing in non-GUI apps (think webservers).

Once you have rendered raster in ImageBuffer, providing Ctrl is trivial.

Mirek

The Linux control is actually just a wrapper around my cairo class which renders to an image buffer and after that the image buffer is rendered to a control. I think cairo also supports printing, but never tested that one .

This are the 4 methods that are currently implemented to set/create a cairo surface:

void SetSurface(cairo_surface_t *surface, int width, int height);
void SetSurface(ImageBuffer &img);
void CreateSvgSurface(String const &filename, double widthInPoints = 595, double heightInPoints = 841);
void CreatePdfSurface(String const &filename, double widthInPoints = 595, double heightInPoints = 841);