
Subject: Re: Chameleon, graphic technology
Posted by [mirek](#) on Wed, 12 Apr 2006 19:00:25 GMT
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fudadmin wrote on Wed, 12 April 2006 13:54

Yes. I agree with your approach. Even more after I studied Ultimate's Draw. Very nice...!

Speaking about it, I would like to ask you to start investigating how U++ encapsulation of AGG should look like....

There are some things to consider:

"Draw extensions", as described above, should work with most likely two targets: raw memory surfaces and Drawing.

How interfaces to achieve this will work is much to be decided, however, memory surfaces will be used for screen rendering and also for printing, which should be in general achieved (just like it is now in most cases) by using Drawing interface first, and then some sort of optimized banding technique - real implementation will depend, but I think that Drawing as intermediate storage media for printing will be very helpful.

I believe that current basic design principle of mostly stateless Draw is sound - at least for kind of applications we usually develop, so please take that into consideration (means, it would be nice to reproduce this on another level with advanced rendering).

Mirek
