

quote from AGG...
and just some thoughts...

```
//The image buffers
// are not displayed directly, they should be copied to or
// combined somehow with the rbuf_window(). rbuf_window() is
// the only buffer that can be actually displayed.
rendering_buffer& rbuf_window()      { return m_rbuf_window; }
rendering_buffer& rbuf_img(unsigned idx) { return m_rbuf_img[idx]; }
```

```
//=====
```

```
void copy_img_to_window(unsigned idx)
{
    if(idx < max_images && rbuf_img(idx).buf())
    {
        rbuf_window().copy_from(rbuf_img(idx));
    }
}
```

```
//-----
void copy_window_to_img(unsigned idx)
{
    if(idx < max_images)
    {
        create_img(idx, rbuf_window().width(), rbuf_window().height());
        rbuf_img(idx).copy_from(rbuf_window());
    }
}
```

```
//-----
void copy_img_to_img(unsigned idx_to, unsigned idx_from)
{
    if(idx_from < max_images &&
       idx_to < max_images &&
       rbuf_img(idx_from).buf())
    {
        create_img(idx_to,
                    rbuf_img(idx_from).width(),
                    rbuf_img(idx_from).height());
        rbuf_img(idx_to).copy_from(rbuf_img(idx_from));
    }
}
```

If I understand correctly, one simple approach could be:

1. to use some of agg image manipulation functions even outside Ultimate's Draw on one image as
2. agg's so called "rendering buffer" and simply ...draw that image! Just a question of pixel formats...

More difficult would be to bind graphic objects with events...
and 1/3 pixel precision...
