Subject: AGG and Upp Draw integration...
Posted by fudadmin on Thu, 13 Apr 2006 05:17:23 GMT
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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...
