
Subject: Re: Porting SystemDraw to Frambuffer
Posted by [mr_ped](#) on Fri, 09 Jul 2010 10:50:49 GMT
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Quote:the best thing would be to extend the Painter with some converterfunctions, to create i.e a ImageBuffer or sth. with the different format.. which i can write directly to framebuffer.

You draw into Raster (or ImageBuffer?) with Painter, then with final Raster you can use RasterEncoder and RasterFormat classes to produce final format for output.

It will very likely in most cases require to write the final classes for desired format, but almost everything is ready, you just need to glue it together and init it correctly. See how RasterEncoder base is used trough upp (in various image formats plugins), or you may use RasterFormat only to convert RGBA line by line during blit, it's very simple for 15/16b modes. For palette modes you will have to do some more setup around conversion palette unless you want it dynamically created by upp.
