Subject: Re: AGG and Upp Draw integration...
Posted by mirek on Mon, 15 May 2006 20:33:55 GMT

View Forum Message <> Reply to Message

Ok, so "rendering buffer" == "ImageBuffer"

Anyway, not exactly hard thing to do, but lot of lines will be needed to provide "drawing recording" code... (basically, in one of modes, all drawing operations will have instead performed be stored into String to be drawn by DrawData later, after possible rescaling).

Mirek