
Subject: Re: AGG and Upp Draw integration...
Posted by [mirek](#) on Wed, 07 Jun 2006 11:17:41 GMT
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fudadmin wrote on Tue, 06 June 2006 21:46l have got agg working to upp ImageBuffer. That means, I guess (I haven't tested all the examples), it is possible to use all power of agg with Ultimate++!

Is it possible to upload it to uppbox? (I hope you have now adapted AGG as package...) With example?

Quote:

One interesting thing that if I use one more separate buffer (not ImageBuffer directly attached to `agg::rendering_buffer`) with `memset` and then `memcpy` it to ImageBuffer, animation looks significantly better (less shearing) in my eyes... Any ideas why? (I tried to slow down things with `GuiSleep` but that doesn't help...)

Hard to say what is happening based on such short description...

Quote:

The second thing is that if to adapt more things from upp to agg then 2/3 of agg would be possible to throw away... New Image and things are superb!
The third thing, I can't believe my eyes but it looks that it's possible to have even 1/256 pixel accuracy (at least visual) only with upp! E.g. during my experiments I've made a smooth horizontal line going from 1 pixel to 2 pixels width (256 length)...

I am a bit confused about above statements. Well, new U++ Image is good improvement, however, what is so important about AGG is vector drawing - and there is nothing new in U++ in this area (actually, some less often used functions are still unimplemented).

What do you mean by drawing line with 1/256 pixel accuracy? Have you implemented your own drawing routines that work on ImageBuffer?

Mirek
