
Subject: Re: AGG and Upp Draw integration...
Posted by [forlano](#) on Wed, 07 Jun 2006 17:28:35 GMT
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fudadmin wrote on Wed, 07 June 2006 03:46I 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++!

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...)

P.S. Some more thoughts...

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've not really understood what it is happening with the new upp Draw routine. But after your post I was on the AGG site and remained impressed by its capability and quality. So if AGG is being to be integrated in upp++ I think a new era will begin. Please post as soon as possible your new achievement

Luigi