
Subject: Re: AGG and Upp Draw integration...
Posted by [fudadmin](#) on Mon, 12 Jun 2006 01:22:38 GMT
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luzr wrote on Mon, 12 June 2006 01:01fudadmin wrote on Sun, 11 June 2006 18:21Maybe that duplication is really needed for upp Ctlrs, I don't know. But isn't upp Draw and related classes just a low quality agg (in terms of graphics not programming)(like bin rasterizers)? Rectangle, size, clipping management... resizing, blending... Then DrawLine, DrawRectangle, DrawPolygon and similar.

But... don't pay too much attention to this...

Keep in mind one important thing - these operations are hardware accelerated and more importantly, are implemented by printer drivers.

Using AGG for printing as the only possibility would result in rendering each page as bitmap - 50MB / page.

Mirek

Yes, I've forgotten that. It's time for hardware producers to support agg... .
