
Subject: Re: AGG and Upp Draw integration...
Posted by [mirek](#) on Mon, 12 Jun 2006 05:47:39 GMT
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I believe that AGG (and other SW renderers) should be supported via DrawData interface.

Something like:

....Draw& w;....

```
AGGDraw agg(w, x, y, cx, cy);  
agg.DrawLine(...  
...
```

There are two alternatives (to investigate):

- AGGDraw simply stores all drawing operations to String and its destructor performs DrawData (which paints the content using registred AGG routine)

- slightly more efficient approach would detect whether target is Drawing and performed storing just in that case; otherwise it would create Image and draw content

I would start with the first one. I believe that costs to record drawing first and replay later are negligible compared to actual drawing operations.

BTW, note that DrawData performs "RLE encoding" of resulting bitmap drawing which I believe should greatly reduce printer bandwidth in most common cases.

Mirek

P.S.: Please consider this as preliminary and do not be angry if I change mind completely. This is too important to accept very first version, we need some experimenting before final decision...
