Subject: Re: DrawData and StoreImageAsString, how?
Posted by fudadmin on Mon, 12 Jun 2006 11:17:06 GMT

luzr wrote on Mon, 12 June 2006 10:59

You can make it work by registering specific format for it (just like we will be registering AGG format).

Mirek

Why to register new format if I'm using upp native RGBA?
Edit:
P.S. What formats are "image" and "image-data"?