Subject: Re: DrawData and StoreImageAsString, how?
Posted by mirek on Mon, 12 Jun 2006 16:19:19 GMT

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fudadmin wrote on Mon, 12 June 2006 10:18luzr wrote on Mon, 12 June 2006 14:41Printer does not recognize any RLE, but that is not what we are sending. We are sending a lot of "DrawImage" and "DrawRect" operations.

Note that even series of "DrawImage" ops without detecting uniform areas can be advantage - because printer is often monochrome and host OS will use much smaller buffer for processing...

Mirek

I'm sending only one aggImg (already formed from agg ops) for one Drawing (via DrawingDraw for resizing).

Yes, I was afraid of that. Completely wrong. This way your only chance is to store extremely big Images (A4 page is 4000x6000 dots).

Instead, you should implement DataDrawer for recorded AGG drawing and return bands that can be converted and "RLE" compressed one by one.

BTW, perhaps it will help to understand the issue that DataDrawer implementation will repeatedly draw the "data" with changeing clipping (for individual bands).

Mirek