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Subject: Re: Finally there... new Image "committed"...

Posted by [fudadmin](#) on Tue, 13 Jun 2006 14:07:26 GMT

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luzr wrote on Mon, 15 May 2006 13:47

```
void DrawData(int x, int y, int cx, int cy, const String& data, const char *type);
```

The most important part of this is that it works with Drawing (gets stored and rescaled as needed) and even has optimization support for printing (paints by bands, detects areas of uniform colors). In other words, it is a tool necessary to get AGG and other software renderers working.

Mirek

Not necessary for AGG but could help to save bandwidth...

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