
Subject: Re: AGG and Upp Draw integration...
Posted by [fudadmin](#) on Tue, 13 Jun 2006 19:07:13 GMT
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luzr wrote on Mon, 12 June 2006 06:47I believe that AGG (and other SW renderers) should be supported via DrawData interface.

...

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

After that topic: http://www.arilect.com/upp/forum/index.php?t=msg&&th=1098&goto=3689#msg_3689
I agree...

Do I understand correctly that the line in DrawDataOp:

Image m = dd->Render(ccy); //render some lines (rectangle of image)

implies on having not the whole agglmg but only some piece of it generated (or lines rendered) "on demand"?
