
Subject: Re: AGG and Upp Draw integration...
Posted by [mirek](#) on Wed, 14 Jun 2006 18:52:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Tue, 13 June 2006 15:07luzr 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"?

Yes, it creates the "band" of the target width, but ccy height. DataDrawer should return consecutive (it that the right word? bands, starting with y = 0.

BTW, term "band" is adapted from Windows printing terminology and I believe that the very original meaning comes from those old matrix printers - when printing graphics, you need to send similars strips to the printer, covering the height of ink band.

Mirek