
Subject: Re: AGG and Upp Draw integration...
Posted by [forlano](#) on Sun, 18 Jun 2006 12:03:49 GMT
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fudadmin wrote on Sat, 10 June 2006 03:17
if you want "really" to be impressed download and try the things from here:
<http://www.arilect.com/upp/forum/index.php?t=msg&th=296&start=0>
(I'm surprised you haven't tried)

Today I've downloaded once more the agg port. I was able to compile it with MSC8. It's very nice.
So you was able to port all the test cases of the agg library. Congratulations.
I had a look to the source code and seems to me not at all immediate. In fact in the past I was
used only to hilight 1 pixel at time in some hires device.
I hope that the integration of agg with upp will produce some easy_to_use interface.

Luigi
