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Subject: AGG again

Posted by [arturbac](#) on Sat, 09 Jun 2007 19:20:10 GMT

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I have read all topics about agg and u++. I need this for U++ because my Chefs will not accept "sharp" draw of a map, it is just ugly.

There are links to files but all are broken doe's anyone have one of this files and can share it or have idea how easily integrate/replace GDI win32 line rendering with agg's one.

And what about optional switch to enable agg before implementing chammeleon that Luzr have writen in one post ?

Artur

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