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