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Subject: Re: AGG again

Posted by [mirek](#) on Sat, 09 Jun 2007 21:59:17 GMT

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Well, AGG (or alternative technology) is on the roadmap. In U++, everything is ready for the step (we have uniform RGBA Image, we have DrawData to store/print anything), but there is at the moment nobody working on the issue (AFAIK). I think that for somebody familiar with AGG, this should be relatively easy to achieve (hint, hint!).

As for switching to AGG completely, this was abandoned because of performance issues -> basic operations remain HW accelerated.

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