Subject: AGG
Posted by mirek on Sun, 10 Jun 2007 09:24:39 GMT
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Quote:
For me i hope it will be possible to integrate it into Draw instead of GDI.
In the code i don't want to know that for drawing lines is responsible agg or GDI, it schould be transparent.
But in AGG mode the interface should have a bit more options for drawing lines of different widths with any pen etc .

Well, this issue was already resolved and while there could be Draw variant, I strongly believe that AGG should be kept as separate engine. The main reason is that it has much more rich capabilities than Draw, OTOH we want to keep Draw interface minimal (so that it can be easily implemented anywhere). I think in your message, you see that too

What we need is the seamless integration. The real problem there (not that apparent at the first look) is, in nutshell, printing.

That means you should be capable to store AGG painting into Drawing and then put it to the printer, in high resolution (600dpi is U++ standard).

That more or less rules out storing it as raster. There is quite reasonable interface ready in Draw capable of solving this issue - DrawData. In current Draw, it is capable of drawing rescaled images directly from compressed image formats, which was e.g. needed in one of my application, where 300dpi scanned image of full A4 page is printed behind some text produced by application (form-filler style of app). DrawData even tries to "compress" the raster data while sending them to the printer by replacing large uni-color areas with DrawRect and it also performs banding to reduce the memory requirements.

See Draw/DrawData and Draw/DrawRasterData.