

---

Subject: Re: AGG again

Posted by [arturbac](#) on Sun, 10 Jun 2007 21:46:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I investigated a bit into U++ classes

I think most comfortable solution (for me at least) would be

Implementing ImageDraw into specific one like

```
public AggDraw : public ImageDraw {}
```

And override anything necessary for custom painting with agg..

We could still use original u++ draw iface with one additional class with custom agg implementation.

Does this concept is ok, are there any issues that You think could be hard to implement that way ?

---