Subject: Re: AGG
Posted by mirek on Mon, 11 Jun 2007 15:28:36 GMT

Ok, how should it look like (IMO) interface-wise:


```
void SomePaintRoutine(Draw& w)
{
    AGGDraw agg(w, 10, 10, 200, 200);
    agg.DrawRect(...); // AGGDraw is derived from Draw
    agg.DrawBezierCurve(...); // But also has some specific methods..
    // ... destructor of AGGDraw "flushes" it into draw
}
```


Now the important part -> this should work with Drawing and PdfDraw and PrinterDraw too, in that case drawing ops get recorded into binary stream and "flush to draw" will be performed by DrawData.

I guess there should be check whether we are painting to the screen, in that case the image would be drawn directly into ImageBuffer and applied using DrawImage.

Intitial implementation of course can use this ImageBuffer path only (not be bothered with Drawing / DrawData).