Subject: Agg works with upp Ctrl's! - download and test the new package...
Posted by fudadmin on Fri, 09 Jun 2006 01:09:45 GMT

I haven't tested on Linux and with MINGW. So, please test.

File Attachments
1) agg_aris_main.zip, downloaded 13989 times

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by masu on Fri, 09 Jun 2006 07:16:06 GMT

It seems the package 'nImage' is missing in the archive.

Matthias

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by forlano on Fri, 09 Jun 2006 07:24:00 GMT

fudadmin wrote on Fri, 09 June 2006 03:09I haven't tested on Linux and with MINGW. So, please test.

I'll try it this afternoon. Is it running under stable 605 or someother version?

Luigi

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by fudadmin on Fri, 09 Jun 2006 07:50:10 GMT

masu wrote on Fri, 09 June 2006 08:16It seems the package 'nImage' is missing in the archive.

Matthias

You should have "nImage" in uppsrc...

File Attachments
1) nImage.zip, downloaded 1987 times

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by masu on Fri, 09 Jun 2006 11:07:06 GMT

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fudadmin wrote on Fri, 09 June 2006 09:50
You should have "nImage" in uppsrc...

I have release 605 installed and I can't find 'nImage' in uppsrc.
Which version do you use?

Matthias

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by fudadmin on Fri, 09 Jun 2006 11:37:07 GMT

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masu wrote on Fri, 09 June 2006 12:07fudadmin wrote on Fri, 09 June 2006 09:50
You should have "nImage" in uppsrc...

I have release 605 installed and I can't find 'nImage' in uppsrc.
Which version do you use?

Matthias

Because I like to experiment a lot I use my very own mixed versions... . If you don't have nImage you can download from the post above.

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by mirek on Fri, 09 Jun 2006 12:31:35 GMT

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fudadmin wrote on Fri, 09 June 2006 07:37masu wrote on Fri, 09 June 2006 12:07fudadmin wrote on Fri, 09 June 2006 09:50
You should have "nImage" in uppsrc...

I have release 605 installed and I can't find 'nImage' in uppsrc.
Which version do you use?

Matthias

Because I like to experiment a lot I use my very own mixed versions... . If you don't have nImage you can download from the post above.

nImage was package used to develop new Image. Since B605 version, what was in nImage is now integrated in regular Draw.

Mirek

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by forlano on Fri, 09 Jun 2006 19:11:14 GMT
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fudadmin wrote on Fri, 09 June 2006 09:50masu wrote on Fri, 09 June 2006 08:16It seems the package 'nImage' is missing in the archive.

Matthias

You should have "nImage" in uppsrc...

I've put nImage package in uppsrc. Then the other two packages are now in MyApps. This is what I get with a stable 605 and mingw:
In file included from C:\upp\uppsrc\nImage\/Image.h:227,
           from C:\upp\uppsrc\nImage\Image.cpp:1,
           from C:/upp/out/nImage/MINGW.Debug.Gui/$blitz.cpp:3:
C:\upp\uppsrc\nImage\/Raster.h:64: error: expected `,' or `...' before '&&' token
C:\upp\uppsrc\nImage\/Raster.h:65: error: expected `,' or `...' before '&&' token
In file included from C:/upp/out/nImage/MINGW.Debug.Gui/$blitz.cpp:19:
C:/upp/uppsrc/Draw/Draw.h: In constructor `NewImageDraw::NewImageDraw(Size)':
C:/upp/uppsrc/Draw/Draw.h:389: error: `Draw::Draw()' is protected
C:\upp\uppsrc\nImage\ImageWin32.cpp:312: error: within this context
C:/upp/uppsrc/Draw/Draw.h: In constructor `NewImageDraw::NewImageDraw(int, int)':
C:/upp/uppsrc/Draw/Draw.h:389: error: `Draw::Draw()' is protected
C:\upp\uppsrc\nImage\ImageWin32.cpp:318: error: within this context
In file included from C:/upp/out/nImage/MINGW.Debug.Gui/$blitz.cpp:23:
C:\upp\uppsrc\nImage\RasterFormat.cpp: At global scope:
C:\upp\uppsrc\nImage\RasterFormat.cpp:118: error: expected `,' or `...' before '&&' token
C:\upp\uppsrc\nImage\RasterFormat.cpp: In static member function `static void
RasterFormat::TailBits(RGBA*, const by
 te*, int, byte)':
C:\upp\uppsrc\nImage\RasterFormat.cpp:123: error: `palette' undeclared (first use this function)
C:\upp\uppsrc\nImage\RasterFormat.cpp:123: error: (Each undeclared identifier is reported only once for each functio
 n it appears in.)
C:\upp\uppsrc\nImage\RasterFormat.cpp:123: error: expected identifier before ']' token
C:\upp\uppsrc\nImage\RasterFormat.cpp:123: error: `shift' undeclared (first use this function)

C:\upp\uppsrc\nImage\RasterFormat.cpp: At global scope:
C:\upp\uppsrc\nImage\RasterFormat.cpp:129: error: expected `,' or `...' before '&&' token
C:\upp\uppsrc\nImage\RasterFormat.cpp: In static member function `static void RasterFormat::TailBitsMSB1st(RGBA*, co
 nst byte*, int, byte, byte)':
C:\upp\uppsrc\nImage\RasterFormat.cpp:134: error: `palette' undeclared (first use this function)
C:\upp\uppsrc\nImage\RasterFormat.cpp:134: error: expected identifier before ']' token
C:\upp\uppsrc\nImage\RasterFormat.cpp:134: error: `shift' undeclared (first use this function)
C:\upp\uppsrc\nImage\RasterFormat.cpp: In member function `void RasterFormat::Read(RGBA*, const byte*, int, const RG
 BA*) const':
C:\upp\uppsrc\nImage\RasterFormat.cpp:158: error: no matching function for call to `RasterFormat::TailBits(RGBA*&, c
 onst byte*&, int, int, int, const RGBA*&) const'
C:\upp\uppsrc\nImage\RasterFormat.cpp:119: note: candidates are: static void RasterFormat::TailBits(RGBA*, const byt
 e*, int, byte)
C:\upp\uppsrc\nImage\RasterFormat.cpp:176: error: no matching function for call to `RasterFormat::TailBitsMSB1st(RGB
 A*&, const byte*&, int, int, int, int, const RGBA*&) const'
C:\upp\uppsrc\nImage\RasterFormat.cpp:130: note: candidates are: static void RasterFormat::TailBitsMSB1st(RGBA*, con
 st byte*, int, byte, byte)
C:\upp\uppsrc\nImage\RasterFormat.cpp:190: error: no matching function for call to `RasterFormat::TailBits(RGBA*&, c
 onst byte*&, int, int, int, const RGBA*&) const'
C:\upp\uppsrc\nImage\RasterFormat.cpp:119: note: candidates are: static void RasterFormat::TailBits(RGBA*, const byt
 e*, int, byte)
C:\upp\uppsrc\nImage\RasterFormat.cpp:204: error: no matching function for call to `RasterFormat::TailBitsMSB1st(RGB
 A*&, const byte*&, int, int, int, int, const RGBA*&) const'
C:\upp\uppsrc\nImage\RasterFormat.cpp:130: note: candidates are: static void RasterFormat::TailBitsMSB1st(RGBA*, con
 st byte*, int, byte, byte)
C:\upp\uppsrc\nImage\RasterFormat.cpp:216: error: no matching function for call to `RasterFormat::TailBits(RGBA*&, c
 onst byte*&, int, int, int, const RGBA*&) const'
C:\upp\uppsrc\nImage\RasterFormat.cpp:119: note: candidates are: static void RasterFormat::TailBits(RGBA*, const byt
 e*, int, byte)
C:\upp\uppsrc\nImage\RasterFormat.cpp:228: error: no matching function for call to `RasterFormat::TailBitsMSB1st(RGB
 A*&, const byte*&, int, int, int, int, const RGBA*&) const'
C:\upp\uppsrc\nImage\RasterFormat.cpp:130: note: candidates are: static void RasterFormat::TailBitsMSB1st(RGBA*, con
 st byte*, int, byte, byte)
nImage: 11 file(s) built in (0:06.93), 630 msecs / file,

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by fudadmin on Fri, 09 Jun 2006 19:23:17 GMT

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I guess my agg package should work with any pre-new-image Draw. That means before B605? Luigi, have you tried with MSC?

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by forlano on Fri, 09 Jun 2006 19:29:52 GMT

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fudadmin wrote on Fri, 09 June 2006 21:23I guess my agg package should work with any pre-new-image Draw. That means before B605? Luigi, have you tried with MSC?

I've removed every track of MSC on my computer. One day, perhaps, I'll try again to install this 1 gigabyte compiler. I think too the problem is the compiler and include. Let's wait what other users will report.

Luigi

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by fudadmin on Fri, 09 Jun 2006 21:44:09 GMT

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forlano wrote on Fri, 09 June 2006 20:29
I've removed every track of MSC on my computer. One day, perhaps, I'll try again to install this 1 gigabyte compiler. I think too the problem is the compiler and include. Let's wait what other users will report.

Luigi

Why on earth did you want the 8th version? MSC7.1 works very well and you don't need 1 gigabyte... If are you saving space you can e.g. remove from 600MB SDK - 200Mb help files, 100Mb samples, 150MB mfc libs... What is left? 150MB! You can strip it more if you are not using 64bit and win95 stuff....

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by forlano on Sat, 10 Jun 2006 07:00:24 GMT

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fudadmin wrote on Fri, 09 June 2006 23:44
Why on earth did you want the 8th version? MSC7.1 works very well and you don't need 1 gigabyte... If are you saving space you can e.g. remove from 600MB SDK - 200Mb help files, 100Mb samples, 150MB mfc libs... What is left? 150MB! You can strip it more if you are not using

64bit and win95 stuff....
The link on the microsoft show me only the 8th version. Please indicate me the link of the 7.1
version.

Luigi

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by forlano on Sat, 10 Jun 2006 09:47:25 GMT
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forlano wrote on Sat, 10 June 2006 09:00fudadmin wrote on Fri, 09 June 2006 23:44
Why on earth did you want the 8th version? MSC7.1 works very well and you don't need 1
gigabyte... If are you saving space you can e.g. remove from 600MB SDK - 200Mb help files,
100Mb samples, 150MB mfc libs... What is left? 150MB! You can strip it more if you are not using
64bit and win95 stuff....
The link on the microsoft show me only the 8th version. Please indicate me the link of the 7.1
version.

Luigi

Today I had the courage to download again the version 8. It works   .
My program from 2.6 Mb passed to 1.75. Even the agg-aris application works. Now I must study
the upp graphics.

Luigi

Subject: Re: Agg works with upp Ctrl's! - download and test the new package...
Posted by fudadmin on Sat, 10 Jun 2006 12:11:03 GMT
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If you have upp version (>=B505) with the new upp Image integrated (I've tested 606dev1 with
MSC and MINGW) upp you can draw my agg image like this:

```
//aggImg(600,400).Paint(w, 50, 50);
w.DrawImage(50,50, aggImg(600,400));
```