Subject: Draw tutorial
Posted by mirek on Wed, 25 Oct 2006 01:44:01 GMT
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There is now Draw tutorial in Draw/srcdoc.

I am just lacking the idea for last planned tutorial section about DrawData... DrawData allows Draw to be extended for drawing specific binary data, the important usage is drawing rasters in compressed format (e.g. GIF) without the need to unpacking them to Image (preserving memory).

Another planned use is for advanced rendering (AGG).

Any ideas about simple example?

Mirek