Subject: AGG again
Posted by arturbac on Sat, 09 Jun 2007 19:20:10 GMT
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I have read all topics about agg and u++. I need this for U++ becouse my Chefs will not accept "sharp" draw of a map, it is just uggly.
There are links to files but all are broken doe's anyone have one of this files and can share it or have idea how easly integrate/replace GDI win32 line rendering with agg's one.

And what about optional switch to enable agg before implementing chammeleon that Luzr have writen in one post ?

Artur

Subject: Re: AGG again
Posted by mirek on Sat, 09 Jun 2007 21:59:17 GMT
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Well, AGG (or alternative technology) is on the roadmap. In U++, everything is ready for the step (we have uniform RGBA Image, we have DrawData to store/print anything), but there is at the moment nobody working on the issue (AFAIK). I think that for somebody familiar with AGG, this should be relatively easy do achieve (hint, hint!).

As for switching to AGG completely, this was abandoned because of performance issues -> basic operations remain HW accelerated.

Subject: Re: AGG again
Posted by arturbac on Sun, 10 Jun 2007 21:46:53 GMT
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I investigated a bit into U++ classes
I think most comfortable soulution (for me at least) would be
Implementing ImageDraw into specific one like

public AggDraw : public ImageDraw {}

And override antything necessery for custom painting with agg..
We could still use original u++ draw iface with one aditional class with custom agg implementation.

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

Subject: Re: AGG again
Posted by mirek on Mon, 11 Jun 2007 08:01:32 GMT
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Please read the actual thread in "Technology lab"...