
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++ because my Chefs will not accept "sharp" draw of a map, it is just ugly.

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 easily integrate/replace GDI win32 line rendering with agg's one.

And what about optional switch to enable agg before implementing chammeleon that Luzr have written 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 to 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 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 ?

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"...
