Subject: you can download and compile AGG with Ultimate++
Posted by fudadmin on Sun, 19 Feb 2006 08:59:50 GMT
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After beeing fed up with the speed and convenience of Code::Blocks, I've have adapted AGG for U++ (only win32 for now but I think it will be not difficult for Linux). Try it. And if anyone still uses C::Blocks, then compare code completion... IMHO, Ultimate++ rules! Installation instructions inside the zip. Any questions, just ask.

File Attachments
1) agg-2.4-upp-all-win32.zip, downloaded 2959 times

Subject: Re: you can download and compile AGG with Ultimate++
Posted by mirek on Sun, 19 Feb 2006 09:18:41 GMT
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"1.put "agg-2.4-upp-all.zip" file into your main upp dir where theide.exe is located."

...but please be aware that U++ will delete it when upgrading...

Mirek

Subject: Re: you can download and compile AGG with Ultimate++
Posted by fudadmin on Sun, 19 Feb 2006 09:20:44 GMT
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luzr wrote on Sun, 19 February 2006 04:18"1.put "agg-2.4-upp-all.zip" file into your main upp dir where theide.exe is located."

...but please be aware that U++ will delete it when upgrading...

Mirek

I know, I know already... but forgotten to add a note.

Subject: Re: you can download and compile AGG with Ultimate++
Posted by jadeite on Sun, 19 Feb 2006 13:50:00 GMT
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Ha, I don't know how I missed this thread earlier. This is great to already be able to use AGG in U++. I'll give it a shot in the next few days.

Thanks fudadmin!

Subject: Re: you can download and compile AGG with Ultimate++
Posted by jadeite on Sun, 19 Feb 2006 14:34:29 GMT
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fudadmin wrote on Sun, 19 February 2006 03:59I've have adapted AGG for U++ (only win32 for now but I think it will be not difficult for Linux). Try it.

I tried it. Installation and compile of GraphTest examples is smooth as silk.

Don't you just love the code of Maxim; it is sooo clean!

GraphTest example has a nice benchmarking feature. Are we able to render on a surface using AGG INSIDE A U++ APP yet (with new BGAR feature by luzr)? If so, you can build the GraphTest example in U++ framework, and run the benchmark to compare the 'pumping' of graphics to screen b/w the lightweight AGG widget set and U++ framework. They claim AGG is built for speed (not size), so it might be a good test case to test part of U++ system. Shouldn't be that much difference in 2 because AGG will be doing most of the dirty work, but could still be useful. Cheers

Subject: Re: you can download and compile AGG with Ultimate++
Posted by mirek on Sun, 19 Feb 2006 14:50:23 GMT
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Considering pumping perfomance, there are my earlier results of "pumping" in "announcments" section.

The test was pumping 800x600 rectangle with various primitive painting (nothing, just cleaning with single color, text rendering, AA text rendering etc) to the screen.

Results varied, best machines (couriously, "best" in this case had little to do with actuall performance, we have seen Celeron 2.4Ghz with cheap VGA outperfoming 3.0Ghz Northwood with 6800GT) were pushing 600 rectangles / s with easy, however, some gone as low as 10 / s, which is clearly unacceptable.

There are also other issues to consider:

- printing

- terminal services in Win32, X11 over ethernet

BTW, during test, "pumping" was the most expensive operation, followed by "cleaning" (basically memset). Second one indicates that this is more or less memory bandwidth limited issue - it does

not matter that much what operations are you performing to pixels, as the most expensive operation is simply the memory access itself.

Mirek
