
Subject: On popular theme

Posted by [mirek](#) on Mon, 20 Feb 2006 08:50:30 GMT

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Just a nice overview of problems "advanced draw" has to face:

http://mail.gnome.org/archives/gtk-devel-list/2005-January/m_sg00066.html

In fact, it brings a new possibility to consider - Direct3D.

Mirek

Subject: Re: On popular theme

Posted by [fudadmin](#) on Mon, 20 Feb 2006 10:26:31 GMT

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Quote:

Quality of Rendering

But most of all, your applications become absolutely portable, if your design is smart enough. AGG can be also a tool to combine different outputs in a uniform API. Particularly, you can use AGG to generate raster images on the server side in your Web-Based applications. And it all can be cross-platform!

Subject: Re: On popular theme

Posted by [mirek](#) on Mon, 20 Feb 2006 10:33:46 GMT

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fudadmin wrote on Mon, 20 February 2006 05:26Quote:

Quality of Rendering

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Well, GUI-less image generation is definitive plus I have already mentioned before.

However, this still misses 2 points that plague client-side-draw solution:

- terminal access
- printing

Without them, we cannot make AGG(-like) default rendering mechanism. (Plus, you still have to

put into equation those 10fps of your old machine).

Mirek

Subject: Re: On popular theme
Posted by [unodgs](#) on Mon, 20 Feb 2006 12:53:53 GMT
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luzr wrote on Mon, 20 February 2006 03:50it brings a new possibility to consider - Direct3D.

I think it is a must when Vista come out. It will be just a next paint engine for Draw like gdi or xlib is now

Subject: Re: On popular theme
Posted by [mirek](#) on Mon, 20 Feb 2006 13:25:28 GMT
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unodgs wrote on Mon, 20 February 2006 07:53luzr wrote on Mon, 20 February 2006 03:50it brings a new possibility to consider - Direct3D.

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Well, I am not sure - I think there always be GDI+ layer over Direct3D (at least, GDI+ now seems to me is the preferred graphics for .NET apps).

Mirek

Subject: Re: On popular theme
Posted by [unodgs](#) on Mon, 20 Feb 2006 14:18:57 GMT
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luzr wrote on Mon, 20 February 2006 08:25
Well, I am not sure - I think there always be GDI+ layer over Direct3D (at least, GDI+ now seems to me is the preferred graphics for .NET apps).

If so, we can stay with gdi+, less work to make Draw compatible with vista. However, using directx directly probably will be slightly faster and give us more flexibility.

Subject: Re: On popular theme
Posted by [fudadmin](#) on Mon, 20 Feb 2006 14:28:30 GMT
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unodgs wrote on Mon, 20 February 2006 09:18luzr wrote on Mon, 20 February 2006 08:25
Well, I am not sure - I think there always be GDI+ layer over Direct3D (at least, GDI+ now seems to me is the preferred graphics for .NET apps).

If so, we can stay with gdi+, less work to make Draw compatible with vista. However, using directx directly probably will be slightly faster and give us more flexibility.

From my googling experience directx is sometimes slower. And "slightly faster" is not an advantage. Especially when you compare using canvas vs scanlines (AGG technology) - up to 1:300 speed:

Quote:I timed both routines, calling each one of them ten times in a 1024x1024 bitmap.
Button1Click averaged 7298ms per call, while Button2Click averaged 24ms per call. That's about 300 times faster using scanlines.
<http://bdn.borland.com/article/0,1410,29173,00.html>

Subject: Re: On popular theme
Posted by [mirek](#) on Tue, 21 Feb 2006 14:07:55 GMT
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BTW, just to add a point to the list of troubles, today I have found that one of my customers still runs a couple of NT4.0 workstations (= no RGBA bitmaps, no possibility of GDI+).

Mirek
