
Subject: DrawAggData.cpp and internal AggDrawData formats

Posted by [fudadmin](#) on Mon, 14 Jan 2008 16:26:35 GMT

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some of my thinking...

1. If I grasped correctly, AggUpp would need DrawAggData.cpp
as in Draw DrawRasterData.cpp:

```
#include "Draw.h"
```

```
NAMESPACE_UPP
```

```
struct cDrawRasterData : DataDrawer {  
    int      cx;  
    StringStream  ss;  
    One<StreamRaster> raster;  
    RescaleImage  si;
```

```
    virtual void Open(const String& data, int cx, int cy);  
    virtual void Render(ImageBuffer& ib);  
};
```

```
void cDrawRasterData::Open(const String& data, int _cx, int cy)  
{  
    cx = _cx;  
    ss.Open(data);  
    raster = StreamRaster::OpenAny(ss);  
    if(raster)  
        si.Create(Size(cx, cy), *raster, raster->GetSize());  
}
```

```
void cDrawRasterData::Render(ImageBuffer& ib) //agg image buffer would already contain RLE  
format?  
{  
    for(int y = 0; y < ib.GetHeight(); y++)  
        si.Get(ib[y]);  
}
```

```
INITBLOCK  
{  
    DataDrawer::Register<cDrawRasterData>("image_data");  
};
```

```
void DrawRasterData(Draw& w, int x, int y, int cx, int cy, const String& data)  
{  
    w.DrawData(x, y, cx, cy, data, "image_data");  
}
```

```
END_UPP_NAMESPACE
```

with changes something like:

```
#include <Draw/Draw.h> //or "AggUpp.h"
```

```
NAMESPACE_UPP
```

```
struct cDrawAggData : DataDrawer {  
    int      cx;  
    StringStream  ss;  
    One<StreamAgg> raster;  
    RescaleAggImage  si; //do we need this for agg or extend Render?
```

```
    virtual void Open(const String& data, int cx, int cy);  
    virtual void Render(ImageBuffer& ib); //agg sh  
};
```

```
void cDrawAggData::Open(const String& data, int _cx, int cy)  
{  
    cx = _cx;  
    ss.Open(data);  
    raster = StreamRaster::OpenAny(ss);  
    if(raster)  
        si.Create(Size(cx, cy), *raster, raster->GetSize());  
}
```

```
void cDrawAggData::Render(ImageBuffer& ib)  
{  
    for(int y = 0; y < ib.GetHeight(); y++)  
        si.Get(ib[y]);  
}
```

```
INITBLOCK  
{  
    DataDrawer::Register<cDrawAggData>("agg_image_data");  
};
```

```
void DrawAggData(Draw& w, int x, int y, int cx, int cy, const String& data)  
{  
    w.DrawData(x, y, cx, cy, data, "agg_image_data"); //or "agg_data"  
}
```

```
END_UPP_NAMESPACE
```

2. In general, what kind of data format would we need for agg?

- A. RLE compressed agg_image_data as raster (for printing only?) with a difference that we use different Rescale and produce a new ImageBuffer
 - B. Kind of WMF - "SVG internal byte compiled" -> w.DrawData(x, y, cx, cy, data, "agg_svg_internal_data");
 - C. other - sequence of some commands - what and how?
-

Subject: Re: DrawAggData.cpp and internal AggDrawData formats
Posted by [mirek](#) on Mon, 14 Jan 2008 18:00:36 GMT
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Actually, it would be interesting to discuss whether my "printing RLE" is a good idea or not...

Mirek

Subject: Re: DrawAggData.cpp and internal AggDrawData formats
Posted by [fudadmin](#) on Mon, 14 Jan 2008 18:08:54 GMT
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luzr wrote on Mon, 14 January 2008 18:00Actually, it would be interesting to discuss whether my "printing RLE" is a good idea or not...

Mirek

IMO, it's a fantastic thing to save bandwidth, time and space (until vector hardware comes to life). Does anyone suspect any cons?

Subject: Re: DrawAggData.cpp and internal AggDrawData formats
Posted by [mirek](#) on Mon, 14 Jan 2008 18:23:15 GMT
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fudadmin wrote on Mon, 14 January 2008 13:08luzr wrote on Mon, 14 January 2008 18:00Actually, it would be interesting to discuss whether my "printing RLE" is a good idea or not...

Mirek

IMO, it's a fantastic thing to save bandwidth, time and space (until vector hardware comes to life). Does anyone suspect any cons?

Who knows. Perhaps we should try to send some actual graphics to printer before making conclusions

Mirek

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [fudadmin](#) on Mon, 14 Jan 2008 18:43:10 GMT

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luzr wrote on Mon, 14 January 2008 18:23fudadmin wrote on Mon, 14 January 2008 13:08luzr wrote on Mon, 14 January 2008 18:00Actually, it would be interesting to discuss whether my "printing RLE" is a good idea or not...

Mirek

IMO, it's a fantastic thing to save bandwidth, time and space (until vector hardware comes to life). Does anyone suspect any cons?

Who knows. Perhaps we should try to send some actual graphics to printer before making conclusions

Mirek

Would you like to say you never tried it?

Couldn't we just assume that, if white (or no color) filled rectangle printing is faster than sending pixels, then it's worth it, could we?

Also, could we save something (time and space?) by using cached agg or svg images with this technique in... let's say future upp web browser?

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [fudadmin](#) on Tue, 15 Jan 2008 04:02:07 GMT

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I'll try my old agg_report package a bit later.

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [mirek](#) on Thu, 17 Jan 2008 15:38:30 GMT

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BTW, speaking about it, are you aware about any Cairo vs AGG benchmarks?

Mirek
